£2.20 WITH CASSETTE
No.82 March 1992
europress IMPACT

FACT: THE ORIGINAL AND BEST COMMODORE 64 ACTION MAG!

ZZAP! 64



Dead cop capers with...

ROBOCOP 3

Universal exclusive playable demo and review!

A double bill of cartoon fun:

THE JETSONS

Galactic exclusive review!

POTSWORTH & CO

Dreamworld exclusive review!

On your sterling Megatape: Two superb full games and one EXCLUSIVE playable demo:

Alleykat
- 21st Century Entertainment

Black Thunder
- Grandslam Video

RoboCop 3 playable demo!
- Ocean

Hey! Where's my triumphant Megatape packed with great games and EXCLUSIVE RoboCop 3 demo? Please Mr Newsagent, gimme my ZZAP! Megatape now!

Get your kicks in...

BUDOKAN

Exclusive preview!

Win! An ultramodern tent from CodeMasters!

THE BEST THIN

TO YOUR COMMOD



ALL 5

ONLY AVAILABL

- * OUTSTANDING GAME PLAY
- * NOW ONLY £14.99 EACH

The COMMODORE 64

PLUGS STRAIGHT INTO YOUR

OCEAN SOFTWARE
6 CENTRAL STREET
MANCHESTER
M2 5NS



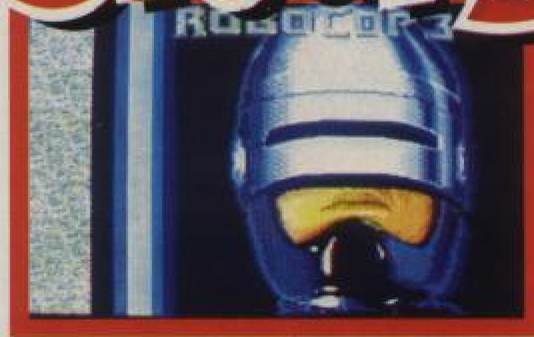
IG TO HAPPEN
ORE 64 COMPUTER
CHASE H.Q. II
Special Criminal Investigation
TAITO
NAVY SEALS
© 1990 ORION PICTURES CORPORATION.
All Rights Reserved.
GAMES
E ON CARTRIDGE
* INSTANT LOADING
* IMPROVED GRAPHICS
GAME CARTRIDGE
COMMODORE 64 COMPUTER
TEL: 061 832 6633
FAX: 061 834 0650
ocean
ocean



STORM
SALES CURVE
INDY HEAT
MOTOR RACING MADNESS!
INDY HEAT™ is fast and furious racing action where a decidedly mean streak may just keep you out in front.
With the money you win, plan your attack for ten different circuits - do you play safe with better brakes or go for it with more engine power? Do you boost your turbo or your crew ? - the decision is yours.
With a combination of skill, nerve and a few dirty tricks (like running over other teams' pit crews!) maybe you could end up being showered with champagne and kisses.
"It sounds fantastic, it is fantastic" AMIGA ACTION.
"Converted by the same top geezers that did Rodland and SWIV" ACE.
"Looks identical to it's arcade parent" C.U. AMIGA.
STORM
SALES CURVE
INDY HEAT
Screen shots from Amiga version.
TRADEWEST
Available - February.
Amiga/ST £25.99.
C64 cassette £11.99,
disk £15.99.
The Sales Curve Ltd,The Lombard Business Centre,
50 Lombard Road,London SW11 3SU. Tel: 071 585 3308.
Licensed from the Leland Corporation.
A joint Sales Curve/ Tradewest Publication © 1991.

Wot's in! 82

Great games!



TITANIC BLINKY
This titanic arcade adventure certainly won't sink, no matter how big the iceberg.



ROBOCOP 3
'Ello 'ello, the chromium cop returns to do battle with nippy Ninjas!



SPACE GUN
Arrrgghh! Aliens around every corner. Blast those suckers! Grab those hostages!

POTSWORTH & CO
Everyone's favourite mutt stars in a dream of a game.



THE JETSONS
The wacky space-age family get spaced out on the way to Las Venus.



tape worm

Liver lickin' stuff on Page10

For the number one bestest brilliance in C64 gaming, get in with the creepiest crawly around and check out our fab Mega Tape. Put it in your tape deck and let it flooooooow!

- *Alleykat full game from 21st Century Entertainment!*
- *Black Thunder full game from Grandslam Video!*
- *RoboCop III EXCLUSIVE playable demo from Ocean!*

Review index!

Regularz!

ZZAP ZOO!

Oh dear, the new Man. Ed's letting the mob give their honest opinion of her — and exonerated them from any kicks in the head. This has got to be a BIG mistake...

The ZZAP! 64 ZZone!

Get Down Shep...

Howdy my little belly-button fluffs! Lucy-kick-'em-where-it-hurts-until-they-get-their-work-done Hickman here, and I'm your new MANAGING EDITOR (trumpet fanfare *please* and autographs by appointment only)!

You may notice one or two minor changes in your utterly *crucial* C64 mag (as in a complete overhau!, oil change and turbo boost) but fret not 'cos the only thing I'm interested in (apart from money, infamy and studded leather whips) is battering the minions to make ZZAP more SQUIDGIFEROUS (que? — Phil) than ever!!!

We decided everything was a bit cock-eyed on ZZAP! before (sozzled designers — who needs 'em eh?) so with my SAS rock 'ard training I've squished it all up, shoved it in the melting pot and come up with a shiny new version!

This month, as well as all the bestest news, reviews and previews, we've got the sausagacious *Alleykat*, the masheringus *Black Thunder* full games and the absolutely beanaratus *RoboCop 3* EXCLUSIVE playable demo. PLUS it's bye bye Lloyd Mangram and hello Miss Whiplash. Dive in and devour the ultimate C64 experience (failing that cut your toe nails standing on you head with a pair of garden shears singing 'Morning Has Broken' backwards)!

See y'all next month

Man Ed.

PHIL KING — THICK ED



Cor, that Lucy's not as thick as she looks (well that would be a bit difficult!). This gal's no bimbo, she's got plenty up top (not 'arf!). I'm sure I can be frank and she won't hold it against me (pity!). She's one of them girlie people with the greatest legs I've seen since Shergar won the Derby. She loves to dress in black leather gear and crack the whip (it gets better!). Trouble is, she don't find fat country bumpkins attractive (unlike Flossie, baaa!). I tried to interest her in the rural pursuit of bird-watching the other day, but she said she already knew the difference between a tit and a shag!

IAN 'OBITUARY' OSBORNE — OFFICE STAIN AND P/T WALLY



Why does Lucy call herself Man Ed? She's not a man… or a woman… in fact, she's barely human! We've all got our pet theories on who (or what) she really is, but as she's from Wales the clever money says she's a mutant sheep who grazed too close to a leaky nuclear waste dump. She used to work for The Sun, which says it all really. They never had her on page three, though. They couldn't — she'd spill over onto pages four, five, and a fair portion of six. Still, if we're desperate for readers, we could always put her on a ZZAP! centrefold.

MARK CASWELL — SMARMY TOAD & STAFF WRITER



Oh lordy, I left CRASH to get away from Lucy's 'iron fist in a stainless steel glove (with optional attachments)', but she's followed me to ZZAP!. In the few months I've known Lucy she has treated me like crap, but to be fair I don't make her life that easy (ha, ha). No seriously (me serious?), Lucy and I have this understanding, I work very hard or I get my CENSORED's ripped off. Her sensitive nature and calm temperament make her perfect Managing Editor material. At least Phil manages to stay awake for more than ten seconds these days. So welcome to ZZAP! Luce, and please could I have my ball back?

MARKIE KENDRICK — ARSE ED



Can I warm your chair for you Man Ed? Can I clean out your ears with cotton buds wettened by myself? Not that I worship the ground that you walk on but if pure sex could be bottled and called Lucy then I'd be permanently sozzled! Seriously though, she's a lovely gal with a heart of gold, bedroom brown eyes and a personality so addictive that crack-heads sniff her underwear for a quick fix (watch out Nick Cotton!). Can I have my fiver now, Luce?

LUCY HICKMAN — GOD



Oh aren't they utterly charming? Wouldn't you just *love* to work with a bunch of *sexist drongos* like this? In my short time here I've realised Hitler had the right idea — we're talking *utter* dictatorship here. I've already worn out three whips on Corky and The Stain (well what can I do? They keep begging for more). Phil's worn out six pairs of footwear 'cos he quakes in his boots every time I stride by. As for Kinky Kendrick we have a special understanding — I understand he's a sexist pig and he understands I'm gonna make *mincemeat* out of him 'cos I'm bigger than he is!

WHO DUZ WOT

Managing Editor Lucy 'Bomber' Hickman ***Editor*** Phil 'Target' King ***Staff Writers*** Mark 'Bombed' Caswell, Ian 'Stain' Osborne ***Contributors*** Alan 'Van-dal' Green, Paul 'One-Track' Mellerick, Claire 'Angel' Morley ***Art and Assistant Editor*** Mark 'Kinky' Kendrick ***Systems Manager*** Ian 'Convertible' Chubb ***Screenshot Technician*** Michael 'Grabber' Parkinson ***Reprographics*** Rob 'Banana' Millichamp ***Publisher*** Roger 'Change it' Kean ***Managing Director*** Jonathan 'PM' Rignall ***Circulation Manager*** David 'Cuckoo' Wren ***Advertisement Manager*** Sheila 'Lick 'em' Jarvis ***Advertisement Sales Executives*** George 'Nudey Rudey' Keenan, Jo 'Mmmmm' Guest ***Production Manager*** Jackie 'Straight Jacket' Morris ***Advertisement Production Supervisor*** Jo 'Laid Back' Lewis ***Editorial & Advertising*** EuroPress Impact Ltd, ZZAP, Ludlow, Shropshire SY8 1JW, Tel: (0584) 875851. Designed and produced at EuroPress Impact using Apple Macintosh II computers running Quark Xpress and Adobe Illustrator 3.0. ***Printing*** BPCC Business Magazines (Carlisle) Ltd, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR ***Distribution*** COMAG Tavistock Road, West Drayton, Middlesex. ***ISSN 0954-867X***

Subscriptions and back issues enquiries: EuroPress Direct PO Box 2, Ellesmere Port, South Wirral, L65 3EA. Tel: 051 357 2961 ***Mail Order:*** EuroPress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB. Tel: 051 357 1275 ***Competition Rules*** The editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the closing date. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop us a line at the normal address). No person who has any relationship, no matter how remote, to anyone who works for either EuroPress Impact or any of the companies offering prizes, may enter one of our competitions. So naaaaa! The views expressed in this magazine are not necessarily those of the publisher (or so he says).

STUFF!



Who's Who

Gomez
With his greasy charm and pencil 'tache this dad's pranks included blowing up the other kids with dynamite just for a laff — Ooh-La-La!

Morticia
Always dresses in black. Likes being tortured. Goes on her hols to the Bermuda Triangle. Has a shower with three settings: cold, hot and scalding — Hot Stuff!

Wednesday
Prefers headless dolls. Likes being poisoned by Pugsley and electrocuting him for fun — Shocking!

Pugsley
Obsessed with diseases and scabs. Steals road signs like 'High Voltage' and 'Bridge Out' so he can relish the inevitable car crash, blood and carnage — Sicko!

Grandmama
Cooks up 'delicious' concoctions for breakfast which squirms on the plate long after she's cooked it — Wriggly!

Uncle Fester
Dates a pair of Siamese twins and does a dance called the Mamoushka where he catches a sword in his mouth and swallows it — Sharp!

Thing
Totally disembodied, the Thing is the family's pet hand who's somewhat excitable and definitely lecherous — Handy!

Lurch
The family butler who lopes around looking sinister and says 'UGGH' a lot. Doctors the doors for maximum squeakability — Freaky!

Put your disembodied hands together for...

THE ADDAMS FAMILY!

● Let's face it folks, everybody's family racks 'em off every now and then — it's an irreversible fact of life. But nothing, NOTHING could be as bad as The Addams Family who get their kicks from torture, electrocution and poisoning, consider a holiday in the Bermuda Triangle as the ultimate and keep floating hands as pets.

The recent smash hit movie based on the crazy clan grossed £20 million in its first two weeks. They first emerged in a cartoon, written by some fella called Charles Addams who apparently based the characters on his own family — poor chap! In the mid-Sixties they landed their own TV series.

Now Ocean — ever on the ball when it comes to scooping big film names — are converting the terrifying tribe, who make Hannibal the Cannibal look like a pussy cat, into a C64 game! Keep your eyes peeled for our preview piece, coming soon...

Dizzy designs

● Furthering his plans for world domination, CodeMasters' most eggcellent superstar, Dizzy has launched his very own range of fashion accessories (with a little help from the Codies, of course!). The perfect gift for egg enthusiasts everywhere to SHELL out on, and I'm not YOLKing!











Pretend you're Paul 'Boy' Mellerick with a Dizzy baseball cap, (or turn it backwards, grow some zits and join a crappy pop group), drink your egg-nogs from a Dizzy mug (just don't let him catch you), or teach Phil to tell the time with a Dizzy clock (it's always dinner time on my clock! — Ed). Alternatively, you could treat yourself to a Dizzy T-shirt or bag (I didn't know they sold Lucy imitations — Ed).

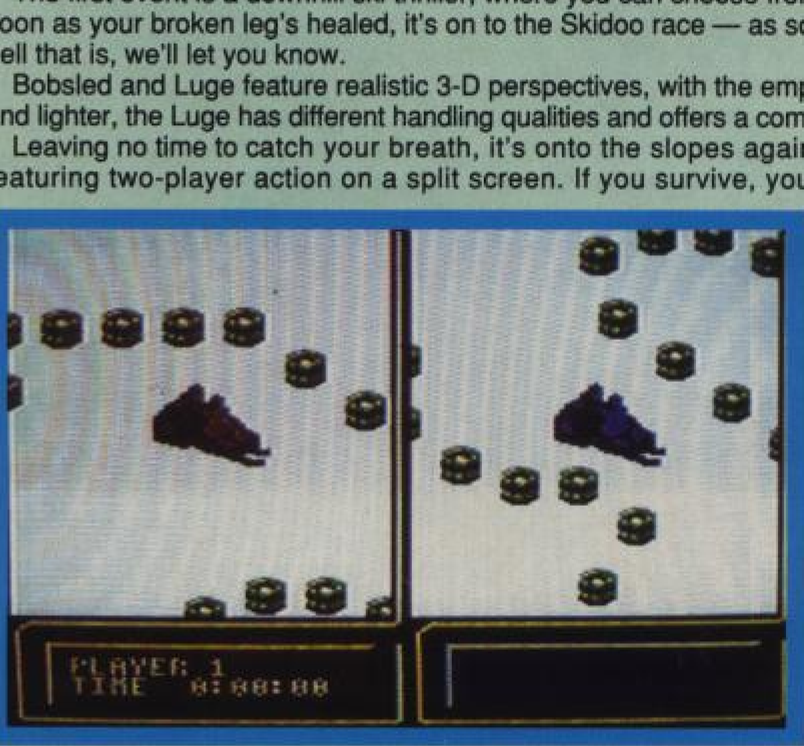
Brrrrrr... a bit nippy ain't it?

● Flair are on the piste (they sound like my kinda folks! — Ed) again with *Winter Super Sports '92*, a multi-event opus featuring elements never before seen on the Commodore as well as the all-time classics. Boasting simultaneous two-player action on almost every event, the game can be played by up to eight characters from fourteen countries worldwide.

The first event is a downhill ski thriller, where you can choose from three different courses. As soon as your broken leg's healed, it's on to the Skidoo race — as soon as we find out what the hell that is, we'll let you know.

Bobsled and Luge feature realistic 3-D perspectives, with the emphasis on speed. Being faster and lighter, the Luge has different handling qualities and offers a completely different challenge.

Leaving no time to catch your breath, it's onto the slopes again with Giant Slalom, featuring two-player action on a split screen. If you survive, you can take the Ski Challenge, a similar event but with small jumps thrown in.



If the ice rink is more your scene, try Speed Skating, as two players race at breakneck speed around an oval track. For the really suicidal, Bale Jumping features a similar race, but with straw bales to leap — a bit like Evel Knievel without the bike!

Winter Super Sports 92 should appear just after the Winter Olympics. Get your skates on for the full review in the next ZZAP!.



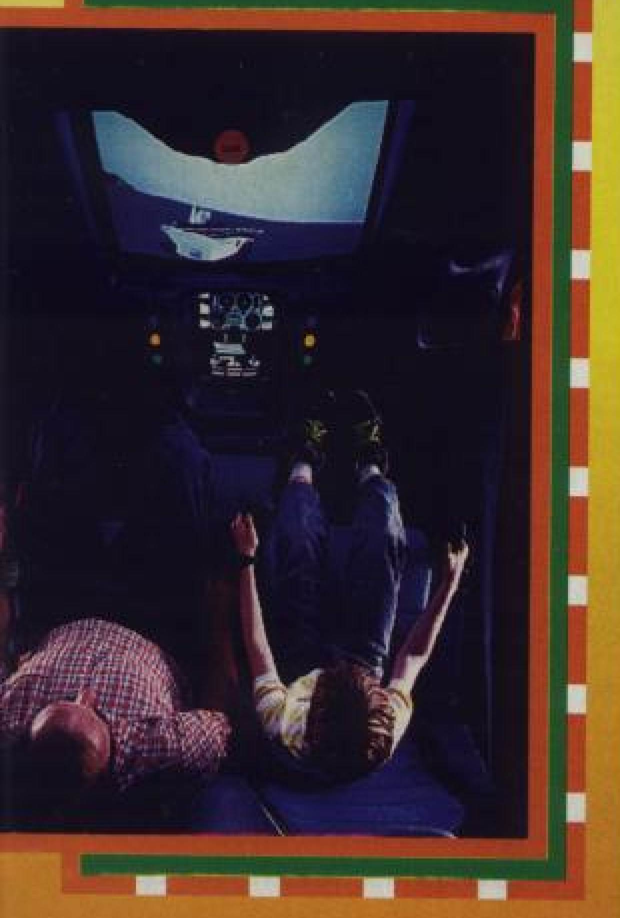
Professional simulator hits arcades!

● Ever sat in one of those hydraulic cinema thingies wishing they'd bring out a video game that plays like it? Well now they have! *The Commander* from Rediffusion Simulation is the world's first interactive public entertainment simulator, a sort of cross between a mobile moviedrome and an interactive cabinet game in the *Turbo Out Run/Chase HQ* mould.

Inside the two-seater capsule, players experience a simulated world made possible by technology only previously available to astronauts and pilots (Rediffusion supply professional sims to the RAF etc).

At a bank-busting £40–45,000 each, *The Commander* doesn't come cheap, but should soon be appearing in large arcades, transport termini and shopping/leisure centres.

As you can see, it's an incredibly slick futuristic design, and promises to play as well as it looks. LucasArts have exclusive rights to provide the software, and if it lives up to the potential of the machine *The Commander* could be a real winner!



Ratings Roundup!

As you'll have noticed, the ZZAP! review ratings box has got a spanking new design, complete with the ZZAP! ding dong — this only gets rung if it's a Gold Medal!

The actual ratings system is still the same as before, but for those who still don't understand exactly what all those funny categories mean, here's the lowdown:

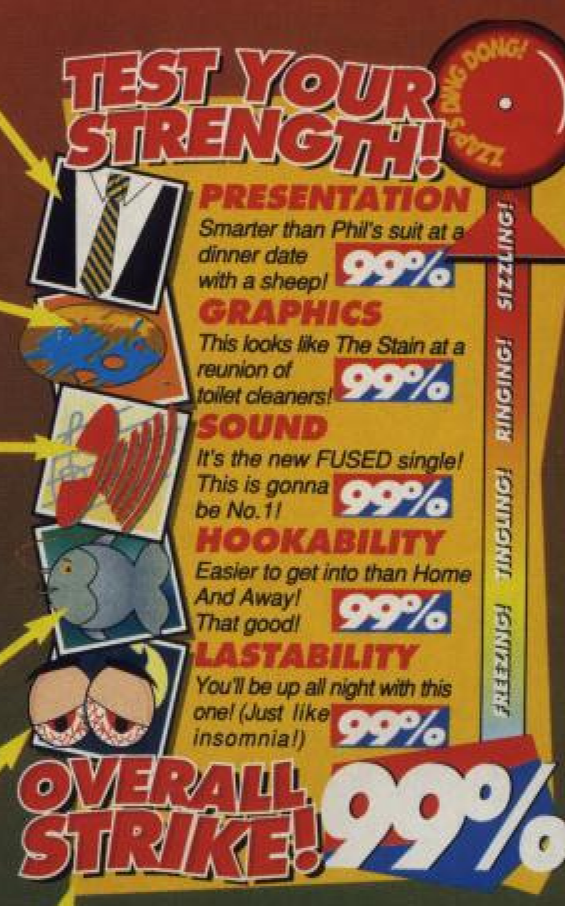
Presentation: Everything apart from the game itself! Loading screen, multiload, title/intro/menu screens, between-level presentation scenes etc.

Graphics: What Charlie has on the side of his XR2! Everything you see on the screen during the game: the animated sprites, the backdrops, the screen scrolling etc.

Sound: What Cliff Richard was wired for! The music (introduction and in-game) and sound FX — not just their technical quality but how suited they are to the game style/scenario and affect the overall atmosphere.

Hookability: How playable a game is for the first few goes. If it's 'easy to get into' (ZZAP! cliché no. 176) it's likely to have a high Hookability score. A very Hookable game isn't necessary one that'll last, though.

Lastability: How long will you be playing it? Does it have a good long-term challenge? These factors determine Lastability. A Lastable game might have a low Hookability rating, if it's hard to get into at first but brilliant once you do.







Overall Strike: This is the average of the reviewers' individual overall ratings but not necessarily of the other specific ratings (Graphics etc) — if one of those is particularly low (especially Lastability) due to a serious flaw, the Overall's likely to be just as low.

If the Overall Strike is 90 to 95%, the game receives a Sizzler award. If it's 96% or more, the ZZAP! ding dong is rung and it wins the ultimate accolade: a Gold Medal!

Before now, even the best budget games could only get a Silver Medal for 90% or more, but as original budget games have now been incorporated into the main review section, they can now earn Sizzlers and even Gold Medals. The Silver Medal has been retained purely for rereleases of old classics in the Flashback section.



tape worm





Hello munchmates, Tapeworm here — and no amount of tablets will get rid of me!. I just love shedding segments and sucking digestive juices. I've made my home inside ZZAP! after being deposited in one of Fatty Phil's dodgy pork pies. Now I latch onto things pretty quick and this month's Megatape sure is a tasty treat. I just love racing through people's digestive tracts, so *Alleykat* is right up my intestine. Then there's *Black Thunder* a stormin' shoot-'em-up that'll keep me hooked for ages. And finally, a stunning *RoboCop 3* demo, exclusive to ZZAP!. It's so good it's scary — just watch you don't excrete me when playing it!

Alleykat



● 21st Century Entertainment

Another Andy Braybrook stonker, especially for you. Nothing to do with pussies (shame — Ed), though pussies are great creatures to live inside, no, this is a faster-than-light racer where you get to blast your opponents!

Killer kats

It's the Alleykat Racing Season! Can you become the Alleykat Champion?

Compete in eight orbiting Space Stadia scattered around the Galaxy. Choose between demolition derbies, time trials, endurance epics and other riveting battles. Spin your multi-mode Alleykat Speeder over fearsome landscapes. Career past the cavorting Katerkiller. Gyrate round the gripping Gravo-craft. Can you join the best Speeder pilots in the Alleykat finale.

Game options

During the titles sequence you may select:

- **f1** — One player, one joystick, either port.
- **f2** — Two players, sharing one joystick, either port.
- **f3** — Two players, two joysticks.
- **f4** — Toggle strobos on/off.
- **f5** — Increase music volume.
- **f6** — Decrease music volume.
- **f7** — Colour mode.
- **f8** — Monochrome mode.

The option display is shown for a short time. This displays a symbol for each player selected, a symbol for each joystick, a strobo-square (flashing when strobes are on), a music volume bar, and either three circles for colour or a half-filled circle for black and white.

During play:

- **Run/Stop** — pause game, press fire or or run/stop to restart. After run/stop press clr/home to abandon game.

Game sequence

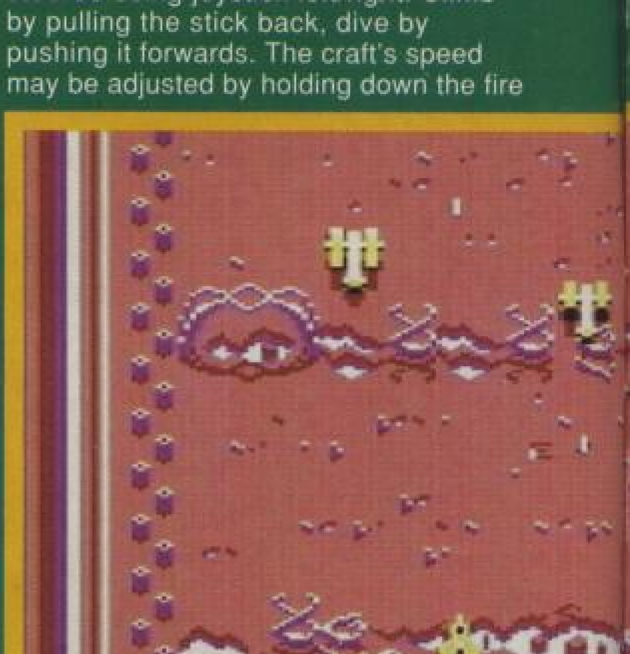
Press fire to open the racing season.You are presented with a list of races, separated into months. Scroll the list up or down using joystick up/down. You may only select races you can afford to enter. Your current account is shown at the top of the screen in Guineas. You begin with no money, but the first five races are free to enter.

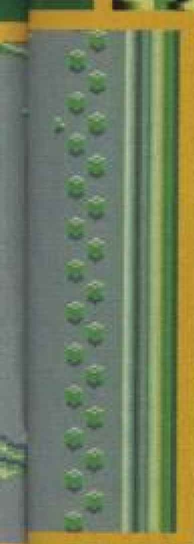
When you've scrolled the required race to the select-race line, press fire to begin. The Alleykat Speeder, supplied by the race organisers is dropped into position and launched. The tortuous landscape, the computer-controlled Gravo-craft and the dreaded Katerkiller stand between you and the finish line.

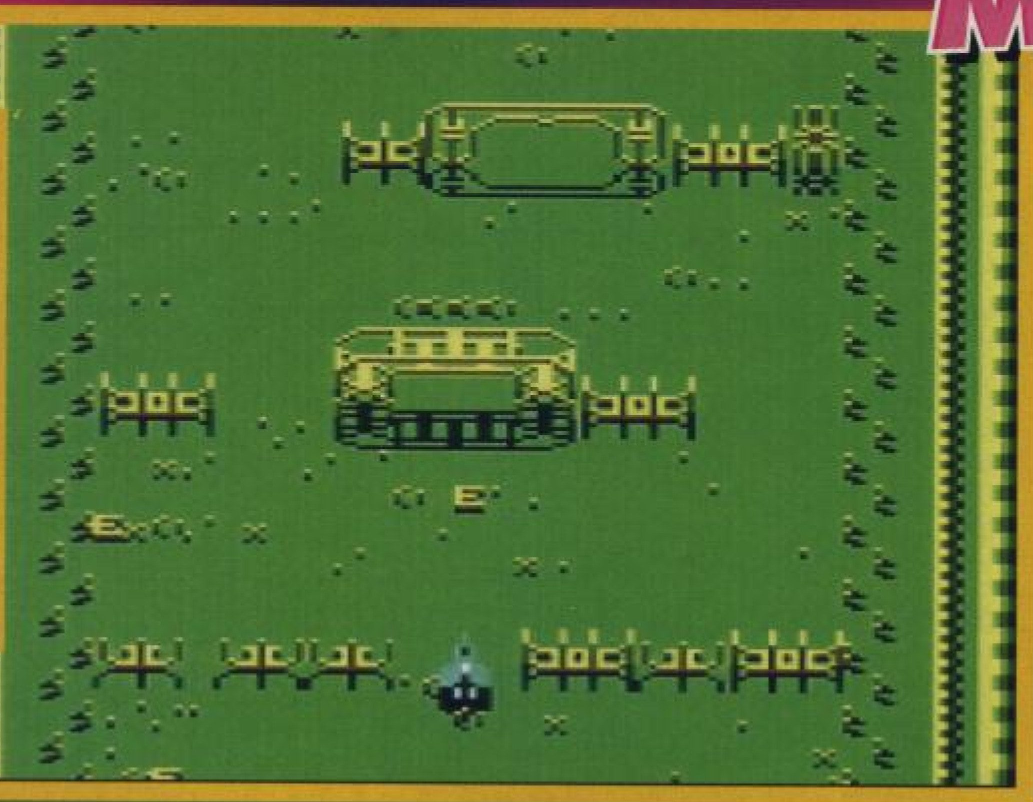
When the race is over you're awarded points for Gravo-craft kills, and any bonus points earned for the particular race type. If you complete the race successfully you receive an extra bonus and the prize money. You may then select your next race. The season will continue until you race in the Alleykat finale, or you can't afford to enter any more races.

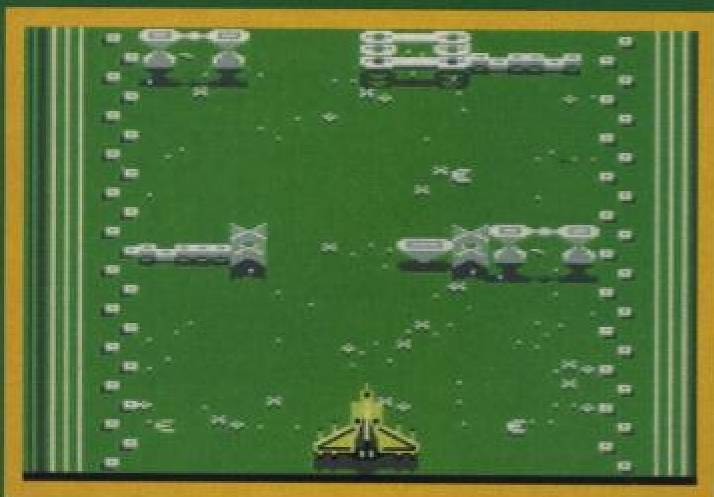
The Alleykat Speeder

Your vehicle is supplied by the racing organisation to ensure that all pilots race with identical craft. The Speeder is steered using joystick left/right. Climb by pulling the stick back, dive by pushing it forwards. The craft's speed may be adjusted by holding down the fire









button and pushing the stick forward to accelerate or back to slow down. Slowing down beyond minimum speed will cause the craft to loop-the-loop. This may be done to temporarily increase your height above other vehicles. The nose-mounted gun may be fired by pressing the fire button.

In addition, the craft has two flight modes: speed and combat. In speed mode the craft is fast and highly manoeuvrable. Hold fire down and move the joystick left or right to change modes. On entering combat mode two extra wing-mounted guns unfold and are fired every time the fire button is released. In combat mode the craft is less manoeuvrable and slower. Looping also takes longer as the guns are repacked before the craft can loop.



The races

Every race of the season is different. Because at least two races are staged every month and only one race may be selected per month it's necessary to study the race information carefully to choose the best race.

Race information is viewed by moving the joystick left or right on the race selection screen. The following information is available:

- **Stadium:** One of the eight orbiting Space Wheels.
- **Fee:** The cost of entering the race in Guineas.
- **Type:** Special bonus type of race, see 'Special Bonus'
- **Scape:** The type of terrain used.
- **Density:** The degree of packing of the landscape. The terrain may be fairly clear, or full of obstacles.
- **Laps:** The number of laps to complete to win the prize money.
- **Prize:** The prize money for successful completion.

Special bonus

The race type shows the activity that will give bonus points at the end of the race, awarded whether or not the race is complete. Race types are as follows:

- **Time-trial:** Bonus increased for high-speed racing.
- **Demolition:** Bonus increased for landscape destruction.
- **Dodg'em:** Bonus reduced for landscape destruction.
- **Endurance:** Bonus awarded for time spent on track.
- **Survival:** Extra bonus awarded for gravo-craft kills.
- **Random:** Mystery bonus awarded.
- **Slalom:** Bonus awarded for flying under landscape.

Race Competition

When the race is over. Points are awarded for Gravo-craft kills on the following basis:

Orbiter:	500points
One-track:	300 points
Diamond-flyer:	400 points
Barrow-paddler:	200 points
Duo-paddler:	250 points
Fourk:	100 points
Fin-puller:	100 points
Nuts:	250 points
Katerkiller:	2,500 points

Multiple shots are required to destroy these craft, although they may be damaged by collisions with the landscape. The Katerkiller loses one segment per hit.

The special bonus points are then awarded. If the race was completed successfully then the Race Completion Bonus is awarded, followed by the prize.

Landscaping

Eight different types of landscape are used to build the tracks around the inner surface of the space-wheels. These range from the fragile 'Shatter-rock' to the tough 'Hardwall'. Their susceptibility to fire is variable so a single shot may well not destroy a segment of the tougher landscapes.

Landscape may be flown over, under or through if shots pass through the landscape then the Speeder can follow, but beware that the wing guns in combat mode make the Speeder a lot wider.

Speeder energy

The Speeder can absorb a number of shots or collisions with the landscape. On low energy the Speeder flashes. Collisions with Gravo-craft take an equivalent energy from the Speeder as that of the Gravo-craft involved, and collisions with the Katerkiller are always fatal. Energy is replenished by flying low over the 'E' symbols on the ground. Maximum energy is variable and depends upon performance in the previous race Special Bonus.

Bonus Guineas

Some races have special bonus Guineas symbols, 'G'. Fly low over these to pick up extra money.

Two-player co-operation

When two players are competing for the Alleykat trophy, they play as a team, with one combined money account. They must select the races together, and pay double the normal fee. Each player then races the track in turn, with each having a chance to win the prize money. If both complete the race then each wins the prize money.

C128 special operation

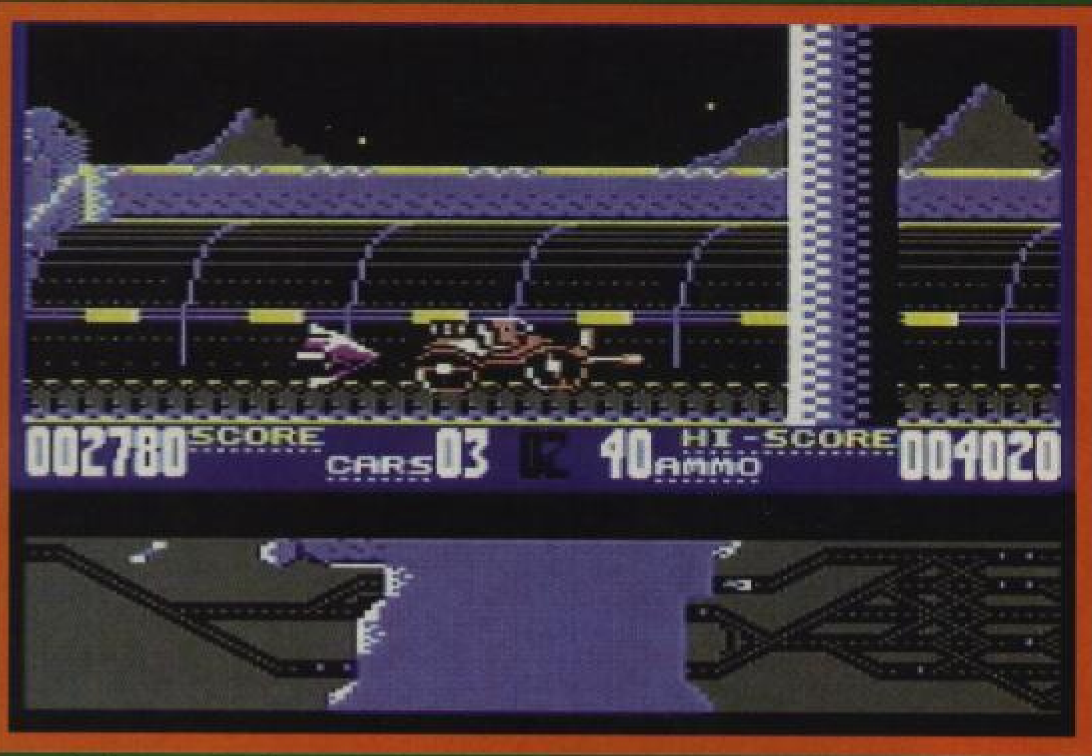
Alleykat will automatically detect a C128 and use the 2 MHz double-speed CPU to provide the extra bullets and longer Katerkillers. Unfortunately, it detects Mr. Tapeworm too, and excretes me before I can even get a square meal! Shame.

Technical notes

- Virtual Sprite System (VSS). Auto height/display priority flicker-free sprite manager.
- 50 cycles per second full display update for ultra-smooth scrolling. (60 cycles per second on NTSC C128).
- Auto 2 MHZ CPU detection for enhanced game operation on C128.
- Rainbow Text Display System for moving rainbows, colour fades and metal bar effects.
- 32 race-tracks each over 20 screens long.
- Hardware and software sprites.
- Three-voice music and sound effects.

Credits

Alleykat designed and programmed by Andrew Braybrook.
Music composed and programmed by Steve Turner.
Game design advice from the test-pilots Robert Orchard, Andi Marsden and Richard Harvey.





Black Thunder

● Grandslam Video



This lightning blast-'em-up will hit you like the clap and leave you itching for more!

Aim high

The object of the game is to stay alive on the tracks long enough to be able to build enough speed to actually be able to take off and leave the god-forsaken planet of Kavanagh. Along the way you must try and destroy as many of the other craft on the tracks as possible.

However, you must avoid the rear-attacking Sigue machine which can't be killed until directly in front of your ship. If this machine catches up with you while on the same horizontal track as you, your ship will be destroyed. The Sigue machine can be avoided by getting onto another track before it catches up with you; however, don't move too early otherwise the Sigue will home in on you again!

You must also avoid head-on collisions with all other traffic, either by shooting and destroying it or dodging onto another track thus avoiding the collision course.

The final opponents you must avoid are the attack helicopters that appear after the third level. These fly overhead and when directly above you, drop bombs down in attempt to blow you to smithereens. They can be foiled by using your land–air missiles. These are fired automatically when pressing the fire button on your joystick. However, the longer the fire button is held down the higher the missile will go. Therefore a certain amount of precision timing has to be used to hit the swooping 'copters!

Ammo

The only thing you have to worry about is the fact you have limited ammo and must keep collecting it off of the track as you progress through the game. The ammo is represented by the dots on the track map displayed in the lower half of the screen.

Controls

On the title screen:

● **F1** — Selects the level you wish to start on.

In Game:

Use a joystick in port two.

● Left	Accelerate
● Right	Decelerate
● Up	Move up a diagonal track (where available)
● Down	Move down a diagonal track (where available)
● Fire	Fire track missile Fire land–air missile

Credits

Game designed and programmed by Tony Crowther.
Music and sound effects by Ben Daglish.





Exclusive!



RoboCop 3 playable demo!

● Ocean

Yes, **EXCLUSIVE to ZZAP!,** this great demo with that stunning intro and the whole of the first level to play.

In the streets of Old Detroit, Robo's being attacked by muscular splatterpunks armed with machine guns. Those guys leap out from everywhere, even appearing at windows.



In this *Op Wolf*-style blast, you get to aim Robo's targeting cursor. Whenever it's near one of the baddies' heads it'll lock onto the target and you can shoot him dead. If there are no bad guys around, watch the messages at the top-right of the screen to find out where they are.

It's kill or be killed (if you weren't already dead!) as the baddies shoot back, reducing Robo's efficiency (shown top-left) — if it gets to zero he's off to the great scrapyard in the sky and his body left for packaging up and selling off as tins of pilchards! Yum! Yum!

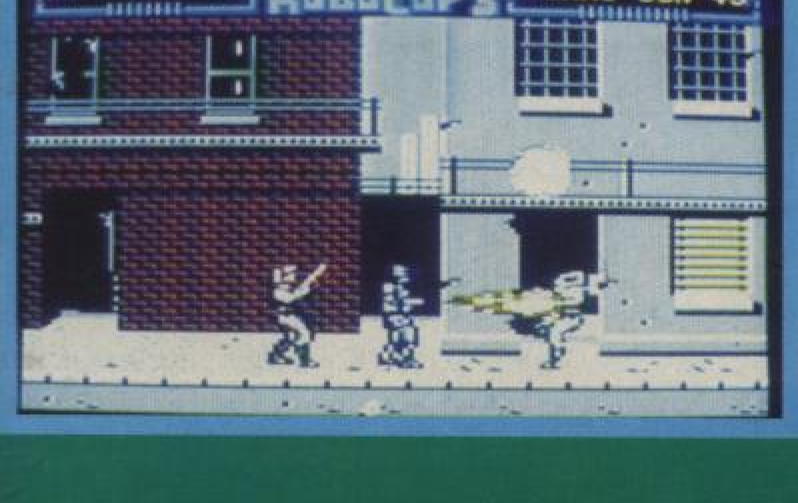
What a great demo, and a great start to yet another Ocean classic. The game proper has five spectacular levels, shooting action, Robo wearing a jetpack and yet another mega-confrontation with his arch-enemy, ED-209. All these scenes are brilliantly portrayed with excellent graphics from the legendary Hugh Riley (*Last Ninja 2, Hammerfist*) and a class soundtrack from THE C64 music man, ex-Maniac Of Noise, Jeroen Tel.

RoboCop 3 is action all the way, with no boring waiting for levels to load as it's all on instantly playable cartridge at the amazingly VFM price of £14.99. Take a look at the Sizzling review on page 16 of this issue!

Credits

A Probe production.
Program: Neil Coxhead
Graphics: Hugh Riley
Music: Jeroen Tel





ZZAP! MEGATAPE TICKET TO MEGA-STARDOM

● Got a game you've written and would like us to consider for inclusion on the ZZAP! cover cassette? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and if so, how much lovely lolly you'll get for it.

Name ....
Address ....
....**Postcode**.......................................
Telephone (daytime) ....**(evening)**.......................................

IMPORTANT

Please sign this declaration:

● This program is submitted for publication by ZZAP!. It is wholly my/our own work and I/we agree to indemnify EuroPress Impact Ltd against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will let you know in writing in the event of this happening.

Signed ....
Date..

Remember we will NOT consider your game if you do not enclose this coupon (or a photocopy)!

● Send the game and coupon to: EuroPress Impact, ZZAP! MEGASTAR AUDITIONS, The Case Mills, Ludlow, Shropshire SY8 1JW. We'll treat your game with respect before sending it back, but you should remember that things do get lost in the post so KEEP A BACK-UP copy for yourself. ZZAP! cannot be held responsible for the loss or damage of submitted programs.



SOFTWARE CITY

MasterCard · Access · American Express · Visa

Unit 4, B.D.C., 21 Temple Street,
Wolverhampton, WV2 4AN.
Tel: 0902 25304. Fax: 0902 712751

CALL US ON: 24 HOUR CREDIT CARD HOTLINE 0902 25304

BUDGET

Title		Price
2 PLAYER SOCCER SQUAD		3.99
2 PLAYER SUPER		
3-D POOL	NEW	3.99
3-D SNOOKER	NEW	3.99
LEAGUE SOCCER		3.99
4 MOST SPORT (SOCCER BOSS ETC)		3.99
4 MOST WARZONE (ARMY MOVES 19 ETC)		3.99
1942		2.99
1943, STREETFIGHTER & B.COMMANDO		4.99
APB		3.99
ACE 1 & 2		2.99
AFTERBURNER		3.99
ALTERED BEAST		3.99
AMERICAN 3D POOL		3.99
ARKANOID 1 OR 2		3.99
ARMALYTE		3.99
BANGER RACER		3.99
BARBARIAN		2.99
BARBARIAN 2		3.99
BATMAN THE CAPED CRUSADER		3.99
BATMAN THE MOVIE		3.99
BEACHHEAD 1& 2 & RAID MOSCOW		4.99
BLOOD MONEY		3.99
BOXING MANAGER		3.99
BUBBLE BOBBLE		3.99
BUBBLE DIZZY	NEW	3.99
BUGGY BOY		2.99
C.J. IN THE USA		3.99
C.J.'S ELEPHANT ANTICS		3.99
CABAL		3.99
CALIFORNIA GAMES		3.99
CHAMPIONSHIP GOLF		3.99
CHAMPIONSHIP WRESTLING	NEW	3.99
CHASE HQ		3.99
CHUCKIE EGG 1 OR 2		3.99
COMMANDO		2.99
CONTINENTAL CIRCUS		3.99
COUNTY CRICKET		3.99
CRAZY CARS		3.99
CUP FOOTBALL		3.99
DALEY THOMPSON'S OLYMPIC CHALL		3.99
DELTA		3.99
DEVASTATING BLOW BOXING		3.99
DIZZY PANIC		3.99
DOUBLE DRAGON		3.99
DOUBLE DRAGON 2		3.99
DRAGON NINJA		3.99
EDD THE DUCK	NEW	3.99
EMPIRE STRIKES BACK		3.99
F.1. TORNADO		3.99
F-16 COMBAT	NEW	3.99
F-16 COMBAT (DISC)	NEW	7.99
FERRARI FORMULA ONE		3.99
FIGHTER PILOT		2.99
FIREMAN SAM	NEW	3.99
FIRST PAST THE POST		3.99
FOOTBALL DIRECTOR		3.99
FOOTBALLER OF THE YEAR 2		3.99
FORGOTTEN WORLDS		3.99
FRUIT MACHINE SIM 2		3.99
GALDRAGONS DOMAIN		2.99
GAMES SUMMER EDITION		3.99
GAMES WINTER EDITION		3.99
GARY LINEKERS HOTSHOTS		3.99
GAUNTLET 1&2 + DEEPER DUNGEONS	NEW	4.99
GEMINI WING		3.99
GHOSTBUSTERS 2		3.99
GHOULS AND GHOSTS	NEW	3.99
GRAHAM GOOCH CRICKET		2.99
GREEN BERET		3.99
GRID IRON 2		2.99
HARD DRIVIN		3.99
HAWKEYE		3.99
HEROES OF THE LANCE		3.99
HYPER SPORTS		3.99
I.K+		3.99
ICE HOCKEY		2.99
IKARI WARRIORS		2.99
INDIANA JONES LAST CRUSADE		3.99
INTERNATIONAL MANAGER		3.99
INTERNATIONAL NINJA RABBITS		3.99
INTERNATIONAL SOCCER		3.99
JOCKY WILSONS COMPEDIUM DARTS		3.99
KENNY DALGLISH SOCCER MANAGER		2.99
KENTUCKY RACING		2.99
KICK OFF		3.99
LAST NINJA		2.99
LAST NINJA 2	NEW	3.99
LEAGUE FOOTBALL		3.99
MAGICLAND DIZZY		3.99
THE MATCH		3.99
MATCHDAY 2		3.99
MINI OFFICE		2.99
MOONWALKER		3.99
MOTORCYCLE 500		3.99
NEW ZEALAND STORY		3.99
NINJA WARRIOR		3.99
ON THE BENCH		3.99
OPERATION THUNDERBOLT		3.99
OPERATION WOLF		3.99
OUTRUN		3.99
PAPERBOY		2.99
PASSING SHOT		2.99
PITSTOP 2		2.99
POPEYE 2		2.99
POSTMAN PAT 1 OR 2		2.99
POWERDRIFT		3.99
PROFESSIONAL FOOTBALLER		3.99
PUB GAMES		2.99
QUATTRO ADVENTURE (DIZZY ETC)		3.99
QUATTRO CARTOON (LITTLE PUFF ETC)		3.99
QUATTRO COIN OPS (FAST FOOD ETC)		3.99
QUATTRO SKILLS (INT.RUGBY ETC)		3.99
R-TYPE		3.99
RAINBOW ISLANDS	NEW	3.99
ROADBLASTERS		2.99
ROAD RUNNER WILE COYOTE		3.99
ROBOCOP		3.99
ROCK STAR ATE MY HAMSTER		3.99
RUGBY COACH (D&H)		3.99
RUNNING MAN		3.99
SABOTEUR 1 OR 2		1.99
SAM FOX		2.99
SCOOBY DOO AND SCRAPPY DOO		3.99
SHINOBI		3.99
SILKWORM		3.99
SKY HIGH STUNTMAN		3.99
SNOOKER MANAGEMENT		3.99
SOCCER 7		3.99
SOCCER MATCH		3.99
SOCCER RIVALS		3.99
SOCCER STAR		3.99
SPIKE IN TRANSYLVANIA		3.99
SPY HUNTER		2.99
STEVE DAVIS SNOOKER		3.99
STRIKER		3.99
STRIKER MANAGER		3.99
STRIP POKER 1 OR 2		2.99
STUNT CAR RACER		3.99
SUMMER GAMES		2.99
SUPER LEGUE SOCCER		3.99
SWITCHBLADE	NEW	3.99
TAI CHI TORTOISE	NEW	3.99
TARGET RENEGADE		3.99
TECHNOCOP		3.99
THOMAS THE TANK ENGINE		2.99
TRACKSUIT MANAGER		2.99
TRAPDOOR 1 & 2		2.99
TREASURE ISLAND DIZZY		3.99
TURBO OUTRUN		3.99
TURRICAN		3.99
ULTIMATE GOLF	NEW	4.99
THE UNTOUCHABLES		3.99
WEMBLEY GREYHOUNDS		3.99
WIZBALL		3.99
WONDERBOY		3.99
WORLD CLASS LEADERBOARD, LEADERBOARD & TOURNAMENT		4.99
X-OUT		3.99
XENON		3.99
YOGI AND THE GREED MONSTER		2.99
YOGI BEARS GREAT ESCAPE		2.99

NEW BACK CATALOGUE

Title		Price
B.C.'S QUEST FOR TIRES		2.99
CYBERWORLD (DISC OR CASS)	NEW	2.99
GRAHAM GOOCH ALL STAR CRICKET		3.99
GREMLINS 2	NEW	3.99
H.A.T.E.		2.99
HEAVY METAL + FREE BEACH-HEAD		3.99
HUNT FOR RED OCTOBER	NEW	3.99
KENNY DALGLISH SOCCER MATCH		2.99
LAZER SQUAD		3.99
LORDS OF CHAOS		3.99
PACLAND		3.99
PACMANIA		3.99
POWERDRIFT (DISC)	NEW	3.99
SKOOLDAZE		2.99
SUPER SCRAMBLE SIM (DISC ONLY)		2.99
TURRICAN 2	NEW	3.99

CBM 64 FULL PRICE

Title		CASS	DISC
3D CONSTRUCTION KIT		17.50	17.50
ALIEN STORM		8.99	11.99
BATTLE COMMAND		N/A	11.99
BATTLECHESS		N/A	11.99
BLUES BROS		7.50	10.99
CISCO HEAT		7.50	10.99
COLOSSUS BRIDGE 4		8.99	10.99
COLOSSUS CHESS 4		7.50	10.99
CRICKET CAPTAIN (D&H)		7.50	N/A
CURSE OF AZURE BONDS		N/A	17.50
DARKMAN		7.50	10.99
DEATH KNIGHTS OF KRYNN		N/A	17.50
DOUBLE DRAGON 3		8.99	N/A
ELVIRA		N/A	17.50
ELVIRA ARCADE		7.99	10.99
FINAL FIGHT		8.99	11.99
FUN SCHOOL 3 (U.5)		9.99	12.99
FUN SCHOOL 3 (5-7)		9.99	12.99
FUN SCHOOL 3 (7+)		9.99	12.99
FUN SCHOOL4 (UNDER 5)	NEW	8.99	11.99
FUN SCHOOL 4 (5-7)	NEW	8.99	11.99
FUN SCHOOL 4 (7+)	NEW	8.99	11.99
GATEWAY FRONTIER		N/A	17.50
GRAND PRIX (D&H)		7.50	N/A
HERO QUEST DATA DISC WITCHLORD		5.99	7.99
HERO QUEST + DATA DISC		8.99	N/A
HUDSON HAWK		7.99	10.99
LAST NINJA 3		9.99	12.99
MAN.UTD.EUROPE		8.99	11.99
MERCS		8.99	11.99
MIGHTY BOMBJACK		7.50	10.99
MONOPOLY DELUXE		7.50	N/A
MULTI PLAYER SOCCER MANAGER		7.50	N/A
NEIGHBOURS		7.50	N/A
NEVERENDING STORY 2		7.50	10.99
NORTH AND SOUTH		8.99	11.99
OUTRUN EUROPA		8.99	11.99
PIT FIGHTER		7.50	10.99
ROBOCOP 2 (CARTRIDGE ONLY)		19.99	19.99
ROBIN SMITHS INT CRICKET		7.50	N/A
RUGBY WORLD CUP		7.50	10.99
SCRABBLE, MONOPOLY & CLUEDO		13.99	N/A
SHADOW DANCER		8.99	11.99
SPORTING TRIANGLES		7.50	10.99
SIM CITY		N/A	13.99
THE SIMPSONS		7.50	10.99
SMASH TV		7.50	10.99
STEALTH FIGHTER		10.99	13.99
SUPREMACY		10.99	13.99
SUPER SPACE INVADERS		7.50	10.99
TERMINATOR 2		7.50	10.99
TRIVIAL PURSUIT		10.99	13.99
TURBO CHARGE		8.99	11.99
TURTLES 2		8.99	10.99
ULTIMA 6		N/A	17.99
WORLD CHAMPIONSHIP BOXING		7.50	N/A
WORLD CLASS RUGBY		7.50	10.99
WWF WRESTLEMANIA	NEW	8.99	10.99

COMPILATIONS

AIR /SEA SUPREMACY
SILENT SERVICE, CARRIER COMMAND, GUNSHIP, P47 THUNDERBOLT & F15 STRIKE EAGLE
CASS 11.99 DISC 13.99

SUPER SEGA
GOLDEN AXE, ES.W.A.T., SHINOBI, SUPER MONACO G.P. & CRACKDOWN
CASS 12.99 DISC 13.99

CAPCOM COLLECTION
STRIDER 1 AND 2, GHOULS N GHOSTS, FORGOTTON WORLDS, U.N.SQUADRON, DYNASTY WARS, LED STORM & LAST DUEL
CASS 12.99 DISC 13.99

BOARD GENIUS
SCRABBLE DELUXE, DELUXE MONOPOLY, RISK & CLUEDO MASTER DETECTIVE
CASS 11.99

MOVIE PREMIER
TEENAGE MUTANT HERO TURTLES, GREMLINS 2, BACK TO THE FUTURE 2 & DAYS OF THUNDER.
CASS 10.99 DISC 13.99

GRANDSTAND
WORLD CLASS LEADERBOARD, PRO TENNIS TOUR, CONTINENTAL CIRCUS & GAZZA'S SUPER SOCCER
CASS 10.99 DISC 13.99

ADDICTED TO FUN
BUBBLE BOBBLE, RAINBW ISLAND & NEW ZEALAND STORY
CASS 7.50 DISC10.99

HANNA BARBERA CARTOON COLLECTION
YOGI'S GREAT ESCAPE, HONG KONG PHOOEY, RUFF AND READY & BEVERLEY HILLS CATS
CASS 7.50 DISC 10.99

TEST DRIVE 2 COLLECTION
TEST DRIVE 2 (THE DUEL), MUSCLECARS, EUROPEON CHALLENGE, SUPER CARS & CALIFORNIA CHALLENGE
DISC ONLY 17.50

POWER UP
RAINBOW ISLANDS, ALTERED BEAST, X-OUT, TURRICAN & CHASE HQ.
CASS 11.99 DISC 13.99

ITS TV SHOWTIME
KRYPTON FACTOR, BULLSEYE, BOB'S FULL HOUSE & EVERY SECOND COUNTS.
CASS 7.50

PREMIER COLLECTION
FLIMBO'S QUEST, LAST NINJA 1 & 2, MYTH, DOMINATOR & INTERNATIONAL KARATE
CASS 11.99 DISC 13.99

FISTS OF FURY
DOUBLE DRAGON 2, SHINOBI, DYNAMITE DUX & NINJA WARRIORS
CASS 10.99 DISC 17.50

NINJA COLLECTION
SHADOW WARRIOR,DOUBLE DRAGON & DRAGON NINJA.
CASS 7.50

WHEELS OF FIRE
TURBO OUTRUN, CHASE HQ, POWERDRIFT & HARD DRIVIN.
CASS 10.99

HOLLYWOOD COLLECTION
ROBOCOP, INDIANA JONES LAST CRUSADE, BATMAN THE MOVIE & GHOSTBUSTERS 2
CASS 10.99

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY & MAGICLAND DIZZY CASS 7.50

MAX PACK COMPILATION
TURRICAN 2, ST DRAGON, SWIV & NIGHTSHIFT
CASS 11.99

SUPER HEROES
STRIDER 2, INDIANA JONES, LAST NINJA 2 & THE SPY WHO LOVED ME.
CASS 10.99 DISK 13.99

THE HITS 2
CREATURES, SUMMER CAMP, SNARE, HEAT SEEKER & RETROGRADE
CASS 11.99 DISK 13.99

CARTOON COLLECTION
DIZZY, SLIGHTLY MAGIC, LITTLE PUFF, SEYMOUR GOES TO HOLLYWOOD, SPIKE IN TRANSYLVANIA & CJ ELEPHANT.
CASS 7.50

CHART ATTACK
LOTUS ESPRIT TURBO CHALLENGE, SUPER CARS, CLOUD KINGDOMS, IMPOSSAMOLE AND GHOULS AND GHOSTS.
CASS 10.99 DISK 13.99

CHAMPIONS
MAN. UTD., JAHANGIR KHAN SQUASH & WORLD CHAMPIONSHIP BOXING
CASS 8.99 DISC 10.99

SOCCER 6
TREBLE CHAMPIONS, EUROPEAN CHAMPIONS, WORLD SOCCER LEAGUE, EURO BOSS, WORLD CHAMPIONS & TREVOR BROOKING.
CASS 7.50

TWO HOT TOO HANDLE
GOLDEN AXE, TOTAL RECALL, SHADOW WARRIOR & SUPER OFF ROAD RACER.
CASS 10.99 DISC 13.99

4 MOST BALLS, BOOTS & BRIANS
SOCCER CHALLENGE, THE DOUBLE, RUGBY BOSS & AUSTRALIAN RULES FOOTBALL
CASS ONLY 3.99

ORDER FORM & INFORMATION

All orders sent **FIRST CLASS** subject to availability. Just fill in the coupon and send it to:- **Software City, Unit 4, BDC 21 Temple Street, Wolverhampton WV2 4AN.POSTAGE RATES - Please add 50p for orders under £5. Non UK/EEC countries add £2.50 per item. Non EEC countries add £4 per item. Paying by cheque - Cheques payable to Software City**

Name...

....

Address...

....

Postcode...

Name of Game	Computer	Value
	Postage	
	Total	

Previous Customer............Ref No ....

Card No ....

Exp Date...

MO7 EUROPEAN ORDERS MASTERCARD EUROCARD

RoboCop 3

● £14.99 cart

Already partially made of chips, and dead from the neck up (plus the trouser department!), PHIL KING puts a saucepan on his head and wires himself up to a C64 epic...



● Uh oh, it's Edd The Duck!... Erm, well something almost as scary, ED-209!

Long gone are the days when friendly PC Plod used to cycle around cobbled streets singing 'A hey nonny no', laughing uncontrollably and only stopping now and again to give thick ears to cheeky kiddies (how generous!).

I can't imagine RoboCop doing that — although he did ride a bike in the *RoboCop 2* film! This 21st Century cyborg (half dead copper, half tin can) goes about his business with calculating precision, giving offenders 20 seconds to comply or die.

Thankfully, Robo's programmed to be a good guy and all his actions are governed by the famous three prime directives:

● 1 — Always let royalty off speeding offences

● 2 — Fit up Irish labourers on dodgy forensic evidence

● 3 — Stop innocent motorists with no car tax (it was in the post, honest! — Claire)

Erm… whoops, those are the West Mercia police's orders! Their 21st century counterparts in Old Detroit are far more sinister — even if they don't grow beards and talk to God.

No, these guys are corrupt as they come — the police department's privatised and run by OmniConsumer Products (OCP).

'Robo's got a new weapons arm'

In the first film (and game) OCP were helping a local drugs baron, in the second they instigated a crime wave to force the city into bankruptcy.

Now, they've come up with a new solution to the problems of homelessness and poverty: hire mercenaries to eliminate the poor (sounds logical)! The situation is further complicated by a bunch of Japs trying to take over OCP, bringing over a bunch of robotic ninjas.('selve the pubric tlust… plotect the innocent… uphord the raw!').

● Level Two has Robo aiming his gun at loadsa baddies and jumping onto platforms and conveyor belts — don't fall into the acid!



Splattering punks

The first of five levels is *Op Wolf* revisited with a targeting cursor to aim; the screen scrolls left/right as the cursor nears the edge.

It's a lovely moonlit ni't in the city, or it would be but for the splatterpunks who pop out from behind buildings — in the foreground and background — and occasionally appear at windows.

These guys have got guns as big as their muscles (mmm, yum yum — Man. Ed) which they blast away to reduce Robo's efficiency level. Replenish this only at the end of each level, using Repair Tokens shot on Robo's head, body, arms and legs.

One quick oil change later, Robo explores the horizontally scrolling Rocket Motors factory: a familiar scene to *RoboCop 2* fans with its platforms and conveyor belts to bound around on.

Robo crouches and aims his gun in all directions. He's now got a new weapons arm fitted with a flame thrower (great for short-range battles), laser (powerful with long range), guided missiles (automatically homing in on enemies) or tin-can opener (only kidding!). Collect the right icon to claim each weapon. Pressing space exchanges them — but there's only limited ammo, so be sparing!

Robo dons a jetpack to float through Level 3. Control here's a bit tricky with realistic inertia as Robo blasts jetpack-clad down and outers. After clobbering a huge end-level tank, Robo finds he's run out of gas (don't you just hate it when that happens — Man. Ed)!

With not a tin of curried beans in sight, he's no choice but to trundle back to the OCP tower on Level 4. Following a close shave with a huge strafing helicopter (I prefer a Bic myself) Robo battles with his arch-enemy, ED-209 — nine sprites gorgeously animated (eight frames), with clever shading giving it convincing solidity.

Finally it's climb-a-tower time, the screen scrolling upwards to show the next floor, to knock the stuffing out of those acrobatic robotic ninjas.

Movie magic

Yes, Ocean have 'served the public trust' yet again with a licence that oozes quality from start to finish. Once again, cartridge power has been used to the full to provide instant loading and an astonishing variety of graphics — which would normally cause a nightmare tape multiload.



SIZZLER

Top 3

TEN FAMOUS ROBO THINGIES

- **1. Twiki** — the annoying silver mechanical midget in Buck Rogers who kept going, 'Beedee beedee beedee!'
- **2. Metal Mickey** — famous for calling Irene Handl a 'fruit bat' and eating those weird sweets.
- **3. Cybermen** — silly-looking cyborgs from 'Dr Who', with silly handlebar ears!
- **4. Daleks** — recycled dustbins and sink plungers with well-known catchphrase, 'Exterminate!'; sound just like British Rail announcers!
- **5. Robbie The Robot** — lovable character who appeared in the 'Forbidden Planet' movie and 'Lost In Space' TV series.
- **6. Data** — from 'Star Trek: The Next Generation', the one who looks like he's just seen a ghost.
- **7. K9** — Doctor Who's best friend, until he kept spraying oil all over the control column!
- **8. R2-D2** — little guy on wheels who swears so much they don't stop using the bleeper on him!
- **9. Marvin** — from 'Hitchhiker's Guide To The Galaxy', with brain the size of a small planet and a persecution complex the size of a small sun.
- **10. John Major** — whoops, sorry, don't know how that got there!



● *Op Wolf*-style shooting in Level 1: lock your targeting cursor on those punks' heads and blast!

Graphic detail is superb, both in the excellent colourful backdrops and the smoothly animated sprites — especially the bigguns.

There's also the now-expected top-notch presentation with a neat intro and cracking interlevel repair sequence — even if Robo looks like he's sitting on the loo (even dead coppers have to go sometime y'know — Man. Ed)! Not to mention a moody Jeroen Tel (ex-Maniacs Of Noise) soundtrack to add extra atmosphere to a true movie experience.

It plays as good as it looks with familiar, instantly addictive blasting action on the *Op Wolf*-style first level. Of course, the three walk-along-and-shoot levels are just as familiar to fans of the previous games. Improved, more realistic weapons add a tactical element — knowing where best to use them is essential for progress.

Five levels may not seem much, but they're certainly long enough with loads of big-baddie confrontations. The jetpack level's a successful addition and frankly I'm glad to see the back of those fiddly puzzle subgames which detracted from the overall atmosphere in *2*.

RoboCop 3 is action all the way, and should keep even the most expert gameplayers protecting the innocent for ages — just make sure you've got a large enough supply of baby food!



Phil! 91%

The guilty parties

- **A Probe Production**
- **Program: Neil Coxhead**
- **Graphics: Hugh Riley**
- **Music: Jeroen Tel**

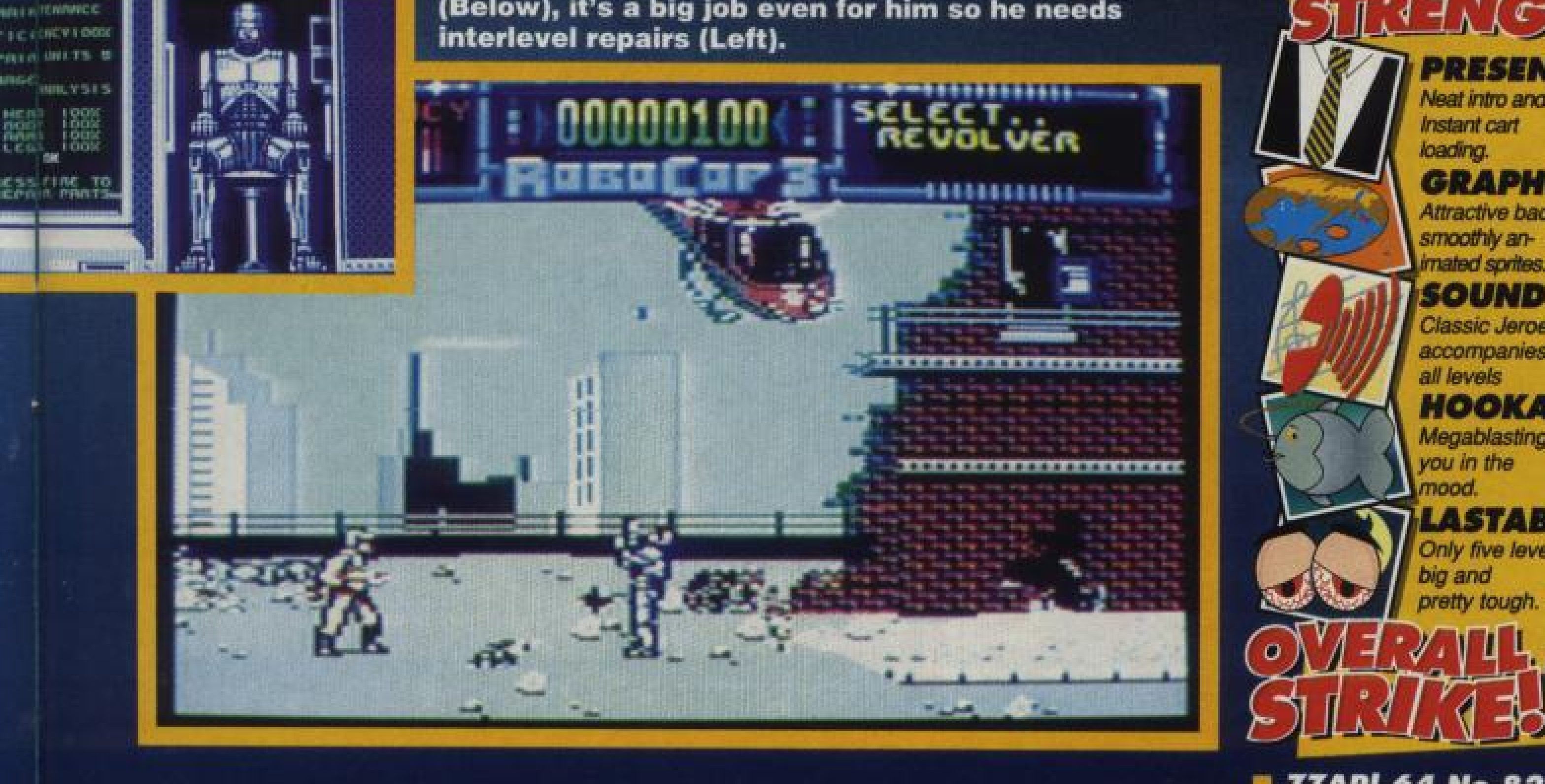


Corky!

● I bet the Blue Peter team were happy when RoboCop was melted down (along with the odd Skoda) to provide a few tins for their old fogie appeal. Don't worry readers I'm only kidding, old tin bonce is back in his third game (and very soon third movie). Well, there are elephants... sorry, *elements* of the previous two games in *RoboCop 3*, and it's very spiffy indeed. Robo's old enemy ED-209 (even deadlier than ED-P.H.I.L.) pops up for a goodly scrap, and as always makes everyone's life complete misery. The title sequence is a corker (but what else do you expect from Probe?), though the rest of the game isn't too shoddy either. For my money, the difficulty setting is a touch too high on the first couple of levels — I only just made it through Level One after umpteen games, and cheating with an autofire stick (blinkin' girl's blouse — Man Ed). But with practice Robo is soon blasting all and sundry with his very impressive weapon (!!?). Thank gawd I'm one of the innocent citizens that Robo protects.

93%





● With no gas, Robo must walk through Level 4 (Below), it's a big job even for him so he needs interlevel repairs (Left).

TEST YOUR STRENGTH!

PRESENTATION
Neat intro and repair scene. Instant cart loading. **88%**

GRAPHICS
Attractive backdrops and smoothly animated sprites. **92%**

SOUND
Classic Jeroen Tel music accompanies all levels **90%**

HOOKABILITY
Megablasting first level gets you in the mood. **93%**

LASTABILITY
Only five levels but they're big and pretty tough. **91%**

OVERALL STRIKE! 92%



Peep Show!

I get a kick out of... Budo

One of the surprises of the year has to be the unexpected announcement that Electronic Arts are converting their highly successful beat-'em-up, *Budokan*, from the Amiga to the 64. PAUL RIGBY puts on his towelling trousers and visits the Orient — in sunny Spain!...

Not so long ago, Electronic Arts announced they would never touch the 8-bit market with a barge-pole ever again. So who has convinced the mighty EA to pay one final call to the C64's living room? A bunch of chaps from Spain, of all places, who call themselves Pablo Toledo Cota and Antonio M Romero Guerra (or Kevin for short, just kidding Antonio!).

Both of the lads, who are producing *Budokan* for Spanish outfit DroSoft, aren't totally new to the fold. They have a respectable back-catalogue of titles (see box).

Pablo and Antonio were born, and now study, in Seville. Actually Seville is pretty busy at the moment. Mainly 'cos that other well-known C64 programmer, Christopher Columbus, discovered America 500 years ago. Pablo and Antonio are hoping to take part in one hell of a party that the whole of Spain will throw this year as part of the official celebrations to commemorate the event.

Working in the sun

Pablo describes how his team works: 'I'm in charge of everything related to coding (the game and the help programs as well), data-tables, mappers, music and FX. Antonio makes all of the graphics. He also has a little electronic base, so he's also in charge of making all kinds of little circuits for hardware we may need such as digitisers, transmission cables and so on.'

Neither of the lads have plush offices, they tend to work from home, collaborating when they need to.

'We live closely,' says Pablo, 'so we can know how things are going with each other almost daily. In fact, when a project needs to be completed in a hurry, Antonio comes over to my house and spends a few nights working here until we get whatever going okay. We think the best timetable for working is from 11pm to 6–7am.'

● Get your big stick, face mask and snazzy robe for Kendo. All four events can be practised.



Double disk

There was some debate over the final release formats for C64 *Budokan*. DroSoft had originally planned it to be disk only, but EA insisted on a cassette version too.

'The disk version will come on two disks,' comments Pablo, 'with two sides each. The reason it's taken so long to appear is we've been improving the game for almost a year. However the bulk of the game was finished by the end of 1990.'

Phew! Should be a good'un then, eh? I ask Pablo what differences from the Amiga would we see in the final C64 version.

'The differences are minimal. However, don't forget that we're dealing with a C64 computer that has only 64K of memory. The differences are that there's no two-player mode and some graphics have been removed. Even when the game has loaded more than 50K of graphics we had to remove a few animations. That doesn't mean you only have a few moves to choose from. There will still be a lot of interesting and different animations in *Budokan*.'

In other ways, the game will follow its 16-bit fore-runner. 'You have four different fighting styles (including karate and kendo), you can still practise in the Dojo, listen to your master teacher or play the Budokan (full tournament). There are 12 different enemies with increasing difficulty and we think the playability is still very high indeed,' says Pablo.

Chop chop!

Budokan should be on the shelves around March/April. I, for one, am looking forward to it. Not only because I enjoyed the Amiga original but because this C64 conversion has been under development for so long and promises to be a quality product. I hope I'm right.

See for yourself when ZZAP! gives you an in-depth review next ish!

● In the full Budokan tournament, combatants can choose their weapons — I'll have the big stick!



● Don't be fooled by the old geezer's grey hair, he's a sprightly bugger — hit him with your bo (long stick)!



kan

Softography

- **Chicago '30s** (1988 — C64) for Toposoft.
- **Turbo Girl** (1988 — C64) for Dinamic.
- **Hammer Boy** (1991 — C64) for Dinamic.
- **Budokan** (1992 — C64) for Electronic Arts.
- **Parchimix** (1990 — Amiga) for AT&P. (For some strange reason this game never appeared on the shelves.)
- **Seven-Up** (1990 — Amiga)

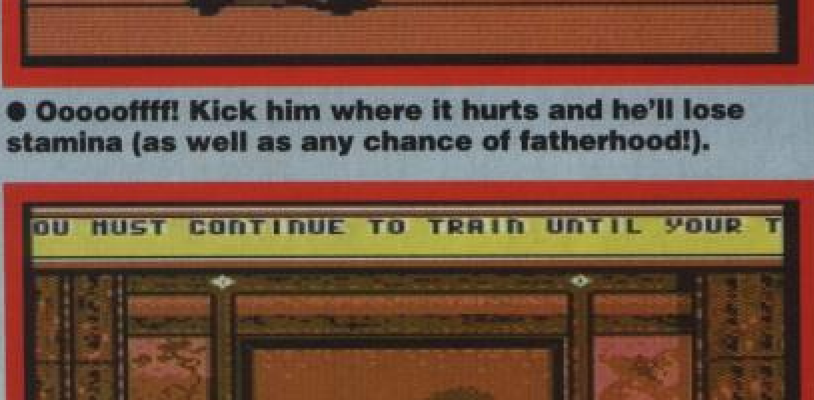
Collaborations with other programming teams:

- **Silent Shadow** (1988 — C64) with AMRG and PTC.





● Oooooffff! Kick him where it hurts and he'll lose stamina (as well as any chance of fatherhood!).



Lock up your daughters 'cos here's the...

Bonanza Bros

Peep Show!



'Ello, 'ello, 'ello, what's going on 'ere then? May I ask why you're climbing up that drainpipe sir? Oh I see, you've lost your house keys, yes and pigs might fly (exit one copper in a hot air balloon). Slimy characters cat burglars ain't they? But there are two reformed thieves who put their sneaky skills to good use. MARK 'TEA LEAF' CASWELL blackens his face and dons a balaclava to investigate...



I remember Bonanza, that crusty TV show with old Green Lawn... sorry Lorne Green as the head of the Cartwright family on the Ponderosa Ranch.

He had those two sons, the fat git called Horse and the tall skinny one who always started fights (mainly with himself). Whoops, sorry readers, it's not that Bonanza at all, is it? (That's it, string him up by the CENSORED — Man Ed.)

Bonanza Bros is in fact the next release from Brum-based software company US Gold. They are Mobo and Robo, two tea leaves with hearts of gold and a cool line in wraparound shades (though they don't wear pork-pie hats).

Their latest adventure started one evening while they sat watching TV. Suddenly in the middle of Police 5, a shadowy figure appeared on the screen and spoke to the dumbstruck duo.

'Good evening boys,' the voice boomed, 'I've got a job that's right up your alley' (huff huff, fnarr missus, hyuk hyuk — and other lecherous noises).

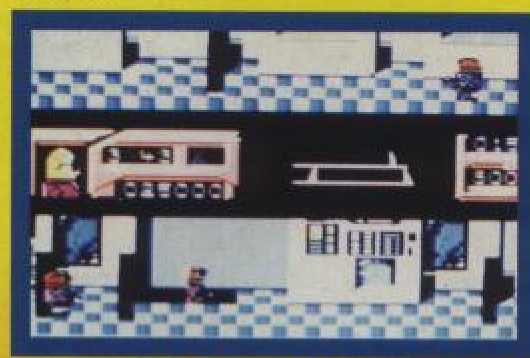
Apparently this mysterious stranger has had many of his businesses burgled, so he now wants the Bonanza Bros to test his security systems.

There are ten levels to explore, each one in a different location but all a challenge. Rest assured that even though the boss has asked you to rob the buildings, the security men have no idea.

So as Mobo and Robo enter each level with their SWAG bags, the security guys are soon on their case (get your hands off my suitcase you git).

Bonanza Bros is happily a simultaneous two-player jobbie, so rope a pal into the action. The screen's split horizontally in two (one half per player), so grab those valuables and leg it for the exit.

There's a radar display slap bang in the middle of the screen, very handy for spotting the swag and the position of security guards. Although as you move stealthily from room to room the guards carry out their duties, much to M&R's despair.



The players carry guns to stun attackers. But beware of booby traps, video cameras, Coke cans and banana skins (the last two you trip over if you ain't careful).

Every time Robo and Mobo are knocked over they lose a life (whether they're shot or trip ass over head), but fear not 'cos the programmers have provided a good few credits. Reckon you could fill Mobo and Robo's boots? Find out very soon when *Bonanza Bros* is released on a C64 near you.

● Mobo heads upstairs for the level exit — twin brother Robo has already scarpered.



● A split screen allows the terrible twins to be controlled by two players.




FROM ALTERNATIVE SOFTWARE
THE LEADERS!
AVAILABLE FRO
ALL GOOD COMPUT
SOFTWARE STORES
CBM64/128
KIDS PACK
SIX SUPERB ALL TIME FAMILY FAVOURITES, EVERYONE A TOP CHART HIT. INCLUDES: COUNT DUCKULA, POPEYE, SUPERTED, THE WOMBLES, SOOTY & SWEEP AND POSTMAN PAT THE NUMBER ONE HIT, VOTED "GA OF THE YEAR". AVAILABLE F ONLY £12.99 ON SPECTR COMMODORE 64 AN AMSTRAD
20 AWESOME GAMES
GINORMOUS COLLECTION
CBM64/128
IT'S HERE AT LAST!!, THE GINORMOUS COLLECTION. 20 AWESOME CHART TOPPING GAMES. THERES SPORTS, ARCADE ACTION, FLIGHT SIMULATORS AND CARTOON FUN!!! GREAT VALUE!!!... TRULY AWESOME. ONLY £14.99. AVAILABLE ON SPECTRUM, COMMODORE 64 AND AMSTRAD.
NOW AVAILABLE FIREMAN SAM THE COMPUTER GAME!!. YOU HELP FIREMAN SAM, EVERYONES FAVOURITE HERO, AS HE STARS IN THIS HIGHLY ENTERTAINING GAME FEATURING A HOST OF DELIGHTFUL CHARACTERS FROM THE HIT TV SERIES. ONLY £3.99 ON SPECTRUM, COMMORORE 64 AND AMSTRAD FROM ALTERNATIVE SOFTWARE. THE LEADERS.
AT LAST! ITS NOW ON COMPUTER, THE MESSIEST GAME SHOW IN THE WORLD. DOUBLE DARE AS FEATURED ON BBC TVs "GOING LIVE". ANSWER THE QUESTIONS!, TAKE THE PHYSICAL CHALLENGES AND PREPARE TO BE SLIMED AND GUNGED ON THE HECTIC ASSAULT COURSE!!! ONLY £3.99 ON SPECTRUM, COMMODORE 64 AND AMSTRAD.
IF YOU HAVE ANY PROBLEMS OBTAINING THESE OR ANY OTHER OF OUR SUPERB GAMES, PLEASE SEND A LIST OF THE TITLES YOU REQUIRE ALONG WITH A CHEQUE OR POSTAL ORDER MADE PAYABLE TO ALTERNATIVE SOFTWARE LTD.
4 GREAT GAMES FOR ONLY £3.99 OTHER TITLES INCLUDE
4 MOST MEGAHEROES
4 MOST WARZONE
4 MOST AIRPOWER
4 MOST SPORTS
4 MOST ACTION
4 MOST FUN AND COMING SOON 4 MOST BALLS BOOTS & BRAINS
4 MOST SPORTS
4 MOST CUTE
4 MOST FIGHT & FRIGHT
ALTERNATIVE SOFTWARE
ALTERNATIVE SOFTWARE LTD
UNITS 5-7 BAILEYGATE
INDUSTRIAL ESTATE
PONTEFRACT
WF8 2L

Dizzy! My head is spinning!

ZZAP! COMP

A somersaulting egg? Who'd have thought Dizzy would have become so famous? Let's face it if you haven't got a Dizzy adventure in your collection, you must have been going around with your head in a bag for the last five years (ie your name is Lloyd Mangram!).

Dizzy is a true star and his latest *Excellent Adventures* has the ovoid eggsplorer in a pickle in five great games. *Kwik Snax* is a maze game with loads of cutesy Fluffles to rescue, while *Panic Dizzy*'s a simple but compulsive puzzler. *Prince Of The Yolk Folk* and *Spellbound Dizzy* are typical Dizzy arcade adventures, with beautiful, loadsa locations and tons of puzzles to solve. Finally there's the *Toobin'*-style *Dizzy Down The Rapids* with a river full of egg-loving crocs!



Wow!





Lumme!

Phew, what an adventure! And if that gives you a taste for exploration you can go on your own eggspedition with the cracking first prize in this crucial CodeMasters comp. Excellent adventures can be had in this brilliant Enterprise tent. It's very roomy and dead easy to erect (even Parky managed to get it up!). And when you've had your night's kip, the tent packs away neatly into a handy bag.

The winner will also be able to keep track of time (it just flies when you're playing Dizzy games) with a faberoony Dizzy wall clock, as can ten lucky runners-up.

If you fancy being an adventuring eggstraordinaire all you have to do is answer these ridiculously easy peasy questions:



Corrr!

Phew-err!

Question Time!



1. How many games are in the *Dizzy's Excellent Adventures* pack?
(a) four, (b) six, or (c) five

2. What do you get if you smash Dizzy over the head, whisk with milk, and fry lightly in a little oil?
(a) a whisky and soda, **(b)** an omelette, or **(c)** stir-fried bean stew

3. How many eggs are there in a dozen?
(a) twelve, **(b)** thirteen, or **(c)** 256 million (that's a lot of eggs!)

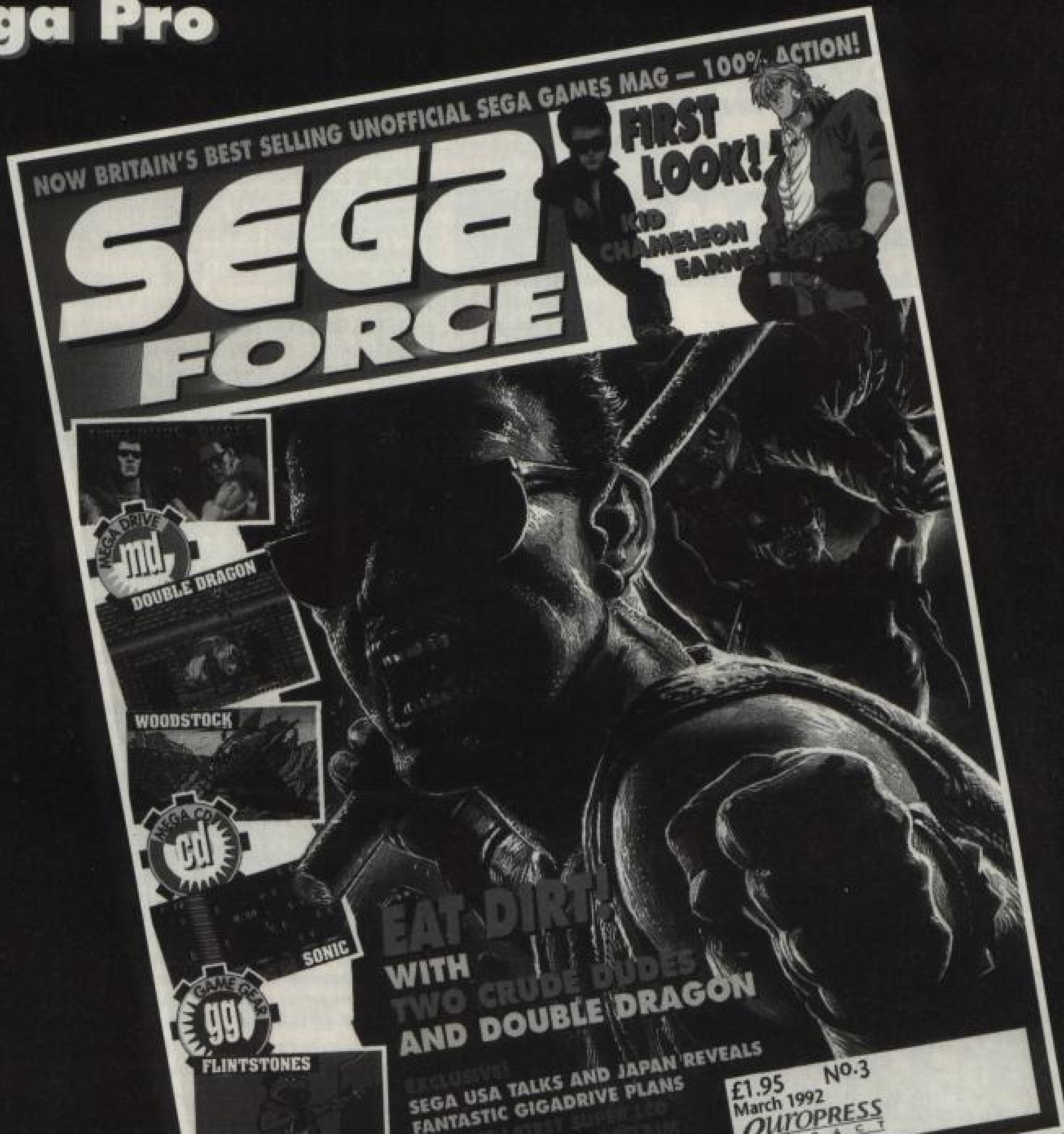


Go on an Excellent Adventure in your own tent!

A cinch or what? Just write your answers down on an old eggcup (or postcard) and send it to: *Europress Impact, DIZZY COMPETITION, ZZAP!, Case Mill, Ludlow, Shropshire SY8 1JW*, to arrive no later than 14 April.

Just think what fun you can have in a tent! Pitch it up in the local farmer's field! Get seen off by an aggressive canine and loud firearm! (Or should that be the other way round?) Share it with numerous friendly insects! But no cooking eggs on your camping stove!

"A TRIUMPH..."
— Gutter Press Daily
"MAGNIFICENT EXCESS..."
— Game Freak Journal
"DAMN..."
— Sega Pro



THE STUNNING ISSUE 3 OF BRITAIN'S BEST-SELLING SEGA MAGAZINE GOES ON SALE FROM FEBRUARY 20. MISS IT AT YOUR PERIL...

COMMODORE 64

Software Hire Club
Send S.A.E for details to,
C.STATHAM
3, Briarbank Ave
Nottingham
NG3 6JU
Tel: 0602 581635
We condemn software piracy.

C64 GAMES CARTRIDGES

NAVY SEALS
CYBERBALL
ROBOCOP 2
BADLANDS
PANG
SHADOW BEAST
VINDICATORS
BATMAN THE MOVIE
CHASE HQ
ALL £14.50 EACH

BUY ANY TWO AND SAVE £1.00

TO ORDER SENDCHEQUE/ P.O. TO:
CABCART 64
3 TRAILL TERRACE
MONTROSE
DD10 8EH

MYTH
NINJA REMIX
FUN PLAY
POWER PLAY
★ LAST NINJA 3
★ TURBOCHARGE
ALL £18.99 EACH

★: WILL BE SENT ON RELEASE

IF IT'S ON CART WE CAN GET IT!

STRATEGY

GETTYSBURG: is the most detailed and realistic computer simulation of this decisive battle ever made. 12 weapons types. Active participation by Brigade, Divisional and Corps commanders. Playing time 11 - 40 hours. C64 disk £24.95

OMEGA: Join the elite cybertank engineers. You will lead a monumental effort to design the supreme cybertank and test it in simulated combat. You must define chassis specifications, install lethal weaponry, integrate electronic systems and device the Artificial Intelligence that make your design more cunning, and more deadly, than any other. C64 disk £19.95.

MICROLEAGUE FOOTBALL: You get the players - 20 pro football rosters featuring your real - life gridiron heroes. You control the teams - both defence - and all the action, based on the actual season stats and performances from the real players and teams. You win or lose based on your coaching strategies. This is no boring arcade - style game. MLF is thinking man's football. C64 disk £24.95

NAM: is the tactical wargame that tests your ability to command in six challenging, real-life scenarios. A variety of units, including APC's machine guns, mortars, artillery, recoilles. rifles, tanks and helicopters. Three levels of difficulty. Six different scenerios involving U.S. South Korean, ARVN, NLA and NVA forces. NAM is a tactical strategy wargame of U.S. and allied forces in VIETNAM.
C64 disk £12.95.

CLUE BOOKS: at £7.95 each: BARDS TALE I OR III, BUCK ROGERS, CHAMPIONS OF KRYNN, CHAOS STRIKES BACK, CURSE OF AZURE BONDS, DEATH KNIGHT OF KRYNN, DRAGON WARS, DUNGEON MASTER, ELITE, ELVIRA, EYE OF THE BEHOLDER, MANIAC MANSION, MIGHT & MAGIC I, NEUROMANCER, POOL OF RADIANCE, STARFLIGHT, WASTELAND OR ZAK McKRACKEN, INDIANA JONES ADV., SECRET OF SILVER BLADES, SECRETS OF MONKEY ISLAND.
£8.95 each ULTIMA III,IV, V, or VI.

Mail order only. Please allow 28 days for delivery please make cheques payable to CINTRONICS LTD. Free post & packing within the UK. EUROPE add £2 per item. Rest of the world ,add £3 per item.

CINTRONICS LTD. 16 Connaught Street, London W2 2AG



$1000 USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER WIN BIG CASH PRIZES

DEAD OR ALIVE

0898 313595



WIN-A-SEGA MEGA-DRIVE

0898 313596



Can You Kill The ALIENS For CASH PRIZES

0898 313597

If you are under 18 years of age please obtain permission of whoever pays the phone bill.
INFODIAL POBox 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times

COMMODORE SUPPLIES

Commodore 64 power pack £28.99
64 Parallel convertor £19.99
801/803 ribbon x 2 ....£9.99
Mini office 2 cassette £17.99
64 Instruction manual £9.99
64 Slimline case £9.99
Vic-20 modulator £14.99
C64/128 Commodore sound Expander module and sound Studio-Mid compatible Disk or Cass £9.99
C2N/C3N datacorder £29.00
64 Reset cartridge £9.99

Wafas 64K x 2 ....£9.99
Mini Office 2 Disk £20.99
C128 instruction manual £19.99
C3N to C64 adaptor £9.99
C16/+4 games designer £2.99
Printer + Interface £150.00
64 Disk Drive £99.99

C64 REPAIR -ONLY £24.95
including parts/labour/insurance etc.
Send machine only and fault description.

To order send cheque/PO to:
Omnidale Supplies, 23 Curzon Street, Derby, DE1 2ES
Tel: 0332 291219
Open Mon - Sat 10-5.30

Access VISA

COMMODORE C64 REPAIRS Just £29.00 inc

VISA Access

* Commodore registered.
* Over 10 years experience with Commodore computers.
* 20 qualified technician engineers at your disposal.
* We will undertake to repair your Commodore 64 computer for just £29.00 including parts, labour, V.A.T. and post and packing.
* Home computers can be repaired within 24 hours.
* Prices include full service check, overhaul and soak-test.
* All repairs covered by a 90 day warranty.



* **How to take advantage of this exceptional offer:** Simply send or hand deliver your machine to the workshop address below, enclosing payment and this advert, and we will do the rest. (If possible, please include a daytime telephone number and fault description).

* If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.

(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair).

WTS Electronics Ltd, Studio Master House, Chaul End Lane, Luton, Beds LU4 8EZ
(0582) 491949 - (4 lines)

Whiplash Whispers!



Bonjour mes cheries (cherries? — Ed)! Je suis Miss Whiplash and I'm the dark side of your very own managing editor — Lucy Hickman! Ye Olde Farte Lloyd Mangram has finally carried out his threat and waltzed off on a world cruise in a bath tub, bundled up in three of granny's jumpers clutching a life's supply of paper bags, a piece of his garden and, of course, the Hermes typewriter. We'll miss the cranky old git but as Paul Daniels might say 'Not a Lot'. He may be back but who knows with these geriatrics? For now though I am your new confidant, general sounding board and sometime . You'll find me a sympathetic ear at times, but cross me and I become your *worst nightmare* (be warned: references to flared pink trousers, hairy nostrils or coconut macaroons can set me off)! Just to give you a rough idea of what I'm like, I love tadpoles, small furry animals (fried) and corporal punishment. My fave game is *Final Blow* and I know *everything* there is to know about the C64 world. So don't be shy, anything you want to say, ask or generally sound off about on any subject in the world, drop us a line — don't be scared, the worst punishment you're gonna get is a good thrashing and you never know - you might even get yourself a gold star. Keep 'em rolling in to: *WHIPLASH WHISPERS, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW.*

CUTTING EDGE

If you don't answer my letter this time I'll castrate myself. I'm going straight to the point so listen up:

1. Is the 3.5″ disk drive going to replace the old one? I've just bought 200 5.25″ disks and am getting a disk drive.
2. Where can I get a copy of *Wings of Fury* because in Issue 77 there was a tip for it and it made the game sound brill.
3. Is *Lemmings* out on C64 because it's ace on Amiga?

Jonathan Beal, Hull

● I'm greatly tempted to say: 'Go ahead punk, make my day' But all those girlies out there may never forgive one of these days. So:

1. Highly doubtful unless it gets more software support.

2. Try Europress Direct (plug plug), on 051 357 1275.

3. Hmm, tricky one. According to Nik Wild from Psygnosis it's a definite maybe. He said: 'It's something we're considering. We're just looking for the right team of people to put it together but we could see something coming up in the next few months.' (Everything else he said was unprintable, absolutely *nothing* to do with *Lemmings* and earned him 30 lashes, then 30 more 'cos he wouldn't stop laughing).

Miss W

SHUT YER GOB

I apologise about the A4 paper, I used all my writing pad decorating the tree.

I've noticed an abundance, nay, a plethora of people writing in complaining about the mag, and an equally generous amount complaining about the complainers.

So, putting it mildly, could you all please SHUT IT! If you've something interesting to say, it heightens the tone of the mag, if not, don't bother. No doubt someone will complain about this now.

Anyway, a few quick opinions:

Don't split the ZZAP! and Sega Force team into two separate ones, this would make both mags half as good (there's logic for ya!).

Somebody resurrect Arthur Ennimore, it's not the same without him (or the border dudes).

Grab Robin Hogg by his pilot goggles and get him back on the team, pronto.

It's no good, my arm aches and *Paradroid* beckons.

Lee Coldough, Tamworth, Staffs

● Practise what you preach sonny boy — you complaining about the complainers complaining about the complainers is almost as boring as a wet weekend in Bognor Regis (sounds good to me, how about it darlin'? — Ed). I'm afraid we had to split up the ZZAP! and Sega Force teams — they were losing their sense of identity and displaying worrying signs of schizophrenia (ie talking to themselves and bashing themselves on the head with heavy blunt instruments). The definitive ZZAP! team are now: Lucy — Man. Ed; Phil — Thick 'Ed; Markie Kendrick — Art Ed; Corky Caswell and Ian 'Stain' Osborne — Staff Writers. However, Paul, Claire, Alan and Adrian will be making guest appearances from time to time. As for Robin Hogg and our Arfur — no can do — they're HISTORY. Off with the old and on with the new and all that jazz.

Miss W

ZZAP!'S THE BEST

I've just bought ZZAP! for the first time in almost 18 months and would just like to say its still great!

I used to buy it even when I didn't own a computer, then lucky ole me got an Amiga for Christmas (1990). Stupid old me passed my driving test and the Amiga had to go to be replaced by a somewhat tatty Fiat 127. Anyway that's all in the past and I've got a C64 and they're not all that bad are they?

I've bought three mags this month and I'm being honest when I say ZZAP! is the only one I'll buy again. Commodore Format is a bit pricey and Commodore Power is full of crap about music, videos, films and comics. It's meant to be a computer mag for God's sake. Anyway keep it up.

Craig McNab, Falkirk

● Well you've obviously got good taste — apart from the Fiat 127! That's one thing about the C64, it never gets rusty!

Miss W

JUDGMENT DAY

I was just zoomin' around earth in my Blue Astro Jet, looking at my radar (which was scanning the earth for a copy of ZZAP) when up on the screen popped: 'Newsfield down the pan NO MORE ZZAP.' 'Ah well,' I thought that's me saving £2.20 every month, and then it dawned on me — I'd have to read Commodore Format, that not so popular mag. I went home in gloom to play *WWF* and take my anger out on those little wrestling-type dudes.

But a month on, the best mag in the world is BACK with a whole new team! YIPEE! I decided to review them all (cough cough):

BIG AL GREEN
Presentation 98%
Looks smart (pity his jokes aren't)!
Lastability 100%
Hope he won't be a flash in the pan!
Hookability 72%
I wouldn't read his reviews again but they are informative!
OVERALL 90%
Looks like a regular fixture!

WEE CLAIRE MORLEY
Presentation 92%
Die your hair blonde and voilà — Heidi 2!
Lastability 99%
Stop slagging Stu and you'll go far! (No danger of that now! — Ed)
Hookability 100%
Forget what I said about Stu, keep on slagging! (Ah, so that's why he left! — Ed)
OVERALL 97%
Good on ya girlie!

THE STAIN
Presentation 95%
Like the ear ring! (Sad person! — Ed)
Lastability 100%
'Ope he stays!
Hookability 100%
His reviews are the funniest since Scorelord!
OVERALL 98%
Ye haaa!

THE DARK PITT
Presentation 23%
Likes the Pet Shop Boys ?!?
Lastability 100%
Very comprehensive, he's goin' a long way!
Hookability 91%
Best reviewer at ZZAP! besides Phil, Alan, Paul, Claire, Corky, Boris and The Stain!
OVERALL 89%
Hmm, no comment.

PAUL 'E' HOMO!
Presentation 100%
Frame the hat — it's brill!
Lastability 100%
Should last long, I hope he does!
Hookability 78%
He's good! Damn good!
OVERALL 94%
Another superstar in the making!

Scott Woodburn, Belfast

● Oh dear, I'm afraid you've had a pretty traumatic effect on our new team. Adrian donning a pair of burst water-wings threw himself off ZZAP! Towers, The Stain smiled so much his face split (a definite improvement — Ed); Claire keeps trundling round high mountains and has developed an unhealthy obsession with goats and Paul, taking your comments on superstars to heart, keeps warbling Megadeth records off-key! Oh well, c'est la vie!
Miss W

SHINING WIT

I knew a young man from Bristol,
Who read magazines like a pistol,
He said 'The makers of these,
Are just wasting the trees,
And no-one would read them in crystal.'

I showed him my ZZAP!,
He said 'Oh what's that crap?'
So I sat there and told him to read it,
He opened the pages,
And sat there for ages,
And asked me if he could keep it.

I said 'Surely not,
The next issue's soon out,
Rip your face from dark gloom,
Don't just sit in your room,
Go out there and reserve a nice copy,
You know that the price,
Is really just right,
And the reading inside isn't sloppy.'

Could you please ask my dad,
To give my computer back,
As its confiscated until attitude changes,
My joystick is bored,
And so's the game *Hoard*,
And me, myself is in rages.

Ben Williamson, Bristol
PS. The last verse of the poem wasn't anything to do with the first three, it was just an attempt to get my computer back.

● You don't say why your dad confiscated your computer in the first place. I assume you'd done something *extremely* naughty in which case it serves you right — I'm a great believer in discipline. In fact, your dad probably didn't go far enough — bring back corporal punishment, I say. It was a good poem though — try writing a really grovelly one to your dad, lick his boots for a week or so and he might melt and return old C64 to its rightful place.
Miss W

TOP SECRETS

I have some incredibly sordid secrets that I wish to share with you. They relate to various members of the ZZAP! reviewing team. I've not included my real name, as I value my life:
1. Lucy Hickman was rejected as a centrefold for *Sprockets and Screws* magazine. Her nuts were too small!
2. Mark Caswell resigned from the SAS in 1979, the balaclava was too itchy.
3. Sexy superstar Claire Morley's hair set alight whilst filming a commercial for *Andrew's Liver Salts*. She now models lovely stripy sweaters for *The People's Friend*. Toupé looks great, Claire.
4. Phil King's truss, lost on the London underground one cold November morn, popped up last week on *The Antiques Roadshow*. Phil would like to thank the London constabulary for their extensive search and the general public for their support! (Truss! Support! Get it? Oh, never mind!)
5. Ian Osborne has a close and somewhat disturbing fixation with shower curtains. He's just auditioned for a part in the new *Psycho* movie, *Psycho 23, Memoirs of a Face Flannel*. They turned him down. The sight of Ian in the nude curdled the bubble bath.

Miss Ann Onymous, c/o Shushville, Bath

● Okay rat bag, how did you find all his out? And how much is it going to cost us to keep it out of print? Er-hum...oh...hello readers, I didn't realise you'd joined us. You must ignore these *nasty, malicious, completely* untrue rumours (otherwise we're going to SUE). Oh all right then, it's not complete fiction — Ian Osborne *did* audition for aforementioned role but the sight of his birthday suit gave the director a heart attack so the whole project had to be scrapped!
Miss W

DOCTOR WHO

I'm the famous time traveller who wore that bloody long scarf and saved countless galaxies from evil races — yes I'm Doctor Who! I'm writing to say ZZAP! is the best C64 magazine in the entire cosmos. I've got a C64 somewhere in the Tardis and I sometimes play it when I've got the day off.

I've got a complaint to make against Andrew Braybrook. I was playing *Paradroid* a week ago, and I managed to get to the mid-cargo level. I was looking for a good droid to transfer to so I tried a certain 883. I was shocked to find that it was — lo and behold — my deadliest enemies — the Daleks! I've got nothing against *Paradroid* — it's the greatest C64 game in the cosmos. But I felt a bit offended to control the body of a Dalek! Anyway, I've got to go now, because the Tardis has landed on another bloody planet where the people have been enslaved by those bloody Daleks!

Dr Who, Tardis, somewhere in the space/time vortex
PS. How is earth coping? Anyone, invaded?
PPS. This letter is priceless! Handle with care and print this or I won't bother saving you anymore!

● You can explore my space any time, doc. Just like the Tardis I hear you're bigger than you look!
Miss W

NOT 'ARF

Come to visit my humble village (just off junction 27, M1). We could have a mega doss. Bring Sandra Boe with you (she's tasty methinks!) If you publish this letter it'll be worth a cuppa on me.

Now are we sitting comfortably? Good

AND SOME MORE

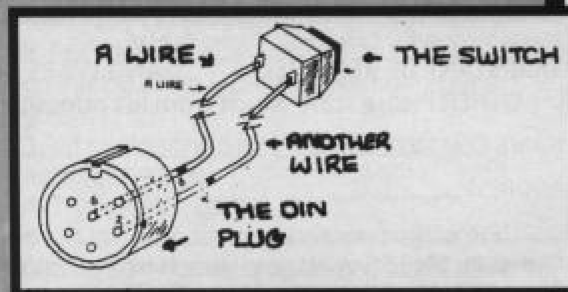
Glad to see ZZAP! back on the shelves again. Anyway onto the questions.
1. Are *Bombjack 1* and *2* still available?
2. Is Zzuperstore going to return?
3. What can you do with old Megatapes if they don't load from before Europress took over?
4. Is it worth buying a Load It if my C2N datasette still works?
5. There has been talk in a certain other Commodore mags about putting utility software such as word processors, database etc, on their covertapes are you ever going to do this on the Megatapes?
Mark Llewellyn, Radcliffe, Manchester

● 1. I don't think so, but a good alternative is CodeMasters' recent *Super Seymour*.
2. No, our mail order is now handled by Europress Direct who are always coming up with new offers (I'm just a girl who can't say no!).
3. Sadly we can't replace them as we don't actually own any old Megatapes. Never mind, you could always rerecord Des O'Connor's Greatest Hit over it — it'd still be better the certain other mags' covertapes!
4. If everything's loading fine then why worry? It's only if you're having loading problems that a Load It comes into its own.
5. We're considering putting a music editor and maybe a graphics utility on. What do other readers think?
Miss W

RESET RIP-OFF!

I've recently bought a reset cart. As soon as it arrived I ran upstairs to try one of your fantastic cheats. To my surprise when I reset the game (*Midnight Resistance*) it was baffled. I read the manual again and it turns out it isn't possible to reset a game and not lose it. So what do you mean when your mag says 'reset the game and type in ...!!' Please, please please print this letter as I'm sure there are millions of other innocent children who have bought the cart and now think it is a rip off.
Chris Lewis, Wilmslow, Cheshire

● I don't know which cart you've got, as you didn't say. So how should I know why it won't work?! Anyway, as revealed back in Issue 41, you can actually make your own reset switch (at your own risk!)...
You need:
1 Soldering iron (and some solder)
1 Male six-pin DIN plug
1 Instantaneous push-to-make switch
At least two lengths of wire
1 Paper clip
(You should be able to get the electrical components from Tandy.)



How to do it: First throw away the paper clip if you want your 64 to remain in working order — the old 'bent paper clip' method of resetting isn't advisable!

First warm up your soldering iron. Look at the DIN plug from the pin end and compare it to the diagram to check which pins are 2 and 6. Now take the DIN plug to bits and solder lengths of wire to each of the other ends of the pins, then fit the plug back together and connect the other ends of the wires to the terminals on the switch (it doesn't matter which wire goes to which terminal). That's all there is to it! Check the connections and plug it into the SERIAL port on the back of your C64 — you're now ready to reset!

When you see a reset poke printed, load the game as usual and press the button on your reset switch at the point indicated in the mag. The computer stops what it's doing and returns to the normal blue start-up screen — like when it's just been turned on (hmmm). However, the program is still sitting in the memory somewhere. Now you can type in the POKE and type RETURN. Then restart the game with the appropriate SYS number and press RETURN to return to the game with infinite whatevers.
Miss W

THAT SHRINKING FEELING

I'm a psychiatrist and have recently found that ZZAP! has helped greatly with my work. For example, I recently had a very difficult case. A deeply disturbed woman (I don't like to disclose what was wrong with her, let's just say, she had an unhealthy obsession with the '70s hard rock group, The Wurzels and fantasised that she was six months pregnant with a combine harvester). Anyway, whilst examining her, I came to what we shrinks call 'a mental block'. I turned to ZZAP! and glanced at Corky's Coin-Ops and it immediately inspired me to cure this wretched woman. All I can say is, she's now living a very secluded, but happy life, in a cowshed in Jerusalem, near Hereford. Thank you ZZAP!. You've saved my career and my marriage.
Dr Colin Cornflake, a cowshed near Hereford

● Doc, what can I say? Except get some therapy *immediately* and keep taking the tablets in vast quantities!
Miss W

then I'll begin:
1. *Super Space Invaders* looks mint! but which team programmed it? They should revamp *Phoenix* and *Gyruss*.
2. Let's have solutions to adventures in the tips section.
3. Would ye be grateful for some *Wonderboy* and *Rainbow Islands* maps? Would they be published? I might chuck in the *Turrican 2* maps as well.
4. Is it true *Midnight Resistance, Creatures, Ghouls 'N' Ghosts* and *Myth* are to be released on budget in Easter?
5. Why does CF hate ZZAP! so much? You came first, you should slag them off, don't take no crap!
6. Car games ought to have joyride on an audiotape (like *Out Run*) and flight games ought to have *Top Gun* (movie) music to get into the swing of the game. What do you think?
7. Is *Term 2* being released on cart by itself?
8. Nintendo ought to expand their empire by releasing a label of their own for C64 owners. What do you think?
9. Run out of questions for the moment, but I'll bet you instead. Bet you my letter is NOT letter of the month.
Joe Mason, Jacksdale, Notts
PS. I also bet Screaming Lord Sutch does NOT win the election.

● 1. Chris West, Tony West and Andy Taylor. The game was converted from the revamped Taito coin-op.
2. A good idea.
3. Not 'arf! Corky's always after maps (and baps).
4. *Midnight Resistance* and *Ghouls 'N' Ghosts* are. Dunno about the others.
5. Well, let's face it, it's jealousy because we're so much better. There's no need for us to slag them off — they take enough flak from their readers!
6. Hmm, good idea. The best track for playing *Creatures* to is surely 'Torture' (and it is!) by our Art Ed's own electropop band, Fused. Any other readers got fave gameplaying tracks?
7. It's available on tape, disk and cart.
8. I think they won't — after all, the C64 competes with their own console market. The good news is that Mirrorsoft has been bought by top Nintendo publisher Acclaim, so here's hoping for some more C64 conversions of their games following the excellent *Simpsons*..
9. Darn it, you win (the bet, not the Letter Of The Month!).
Miss W

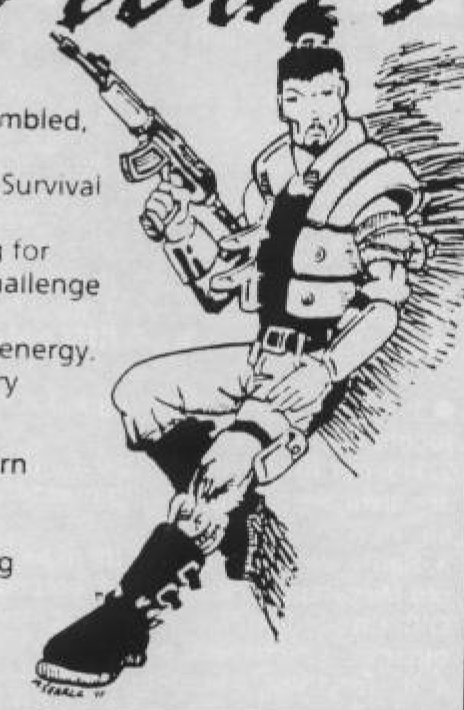
NO CONTEST

I've recently bought *Manchester United Europe* edition and it is a good game. ZZAP! rated it 77%, while them down at Commodore Format only rated it 58%. ZZAP! rated the game perfectly.

A few days ago I had to make up my mind

ANNOUNCING A NEW GAME FROM G·B·M!

Gang Wars



It is the middle of the 21st Century. A deadly virus has swept the globe, society has crumbled, mankind has been left with only hopelessness and despair.

Now rogue Gangs rule the streets, terrorising and destroying all who get in their way. Survival is the key, and Gangs will stop at nothing to survive.

In Gang Wars you are the leader of a gang of battle-hardened street warriors, fighting for supremacy. First you must subdue the Gangs in your own district, only then can you make a challenge for the whole city.

Your Commanders and their groups are individually rated for combat skills, morale, and energy. Success is measured by the number of buildings your Gang controls, and there are set victory conditions. Ultimately, there will be just one Gang left – will it be yours?

- 32 players per game
- Control up to 30 groups of fighters
- Multiple battles each turn
- Full battle reports
- Recruit & train new gang members
- Fortnightly turns at £1.75 per turn



START-UP AND RULES ONLY £3 (inc First TWO Turns)

Makes cheques/P.O.s payable to **Games By Mail**

TICK START-UP REQUIRED ☐ GANG WARS

☐ OTHER Please state which from list opposite ________

NAME ________

ADDRESS ________

Games by Mail 5 Town Lane, Little Neston, South Wirral, L64 4DE.
Remember to enclose your cheque/P.O.

OTHER GAMES AVAILABLE

CRISIS!: A fast-paced nuclear wargame set on Earth in the near future.
TROLLS BOTTOM: A tongue-in-cheek role playing game on an island of magic & mayhem.
STAR CLUSTER: A game of galactic warfare with interstellar conquest as the goal.
JETBALL: A violent and futuristic sport played for very high stakes.
FOOTBALL CHAMPIONS: A totally interactive football management game.
TRIVIA: A postal trivia league for quiz enthusiasts.

G·B·M
For quality Play by Mail Games

Games by Mail
5 Town Lane, Little Neston,
South Wirral, L64 4DE
HOTLINE: 051-336 1412
Fax: 051-336 8156
A member of the Backford Group of Companies

PRICE BUSTER READ THIS!

AMAZING OFFER
Select any two games from the lists below at discount price, ie.
£2.99 + £2.99 not £5.98 but £5.60
£2.99 + £3.99 not £6.98 but £6.50
£3.99 + £3.99 not £7.98 but £7.40

BUDGET

3DPool ....New 3.99
3D Stock Cars 2 ....New 3.99
Afterburner 3.99
Altered Beast ....New 3.99
APB 3.99
Atlantis 4 pack ....New 3.99
Atom Ant 2.99
Barbarian 2 ....3.99
Batman - The Movie New 3.99
Biff ....New 3.99
Blazing Thunder 2.99
Bubble Bobble 3.99
Bubble Dizzy ....New 3.99
C.J.'s Elephant Antics 3.99
C.J. in the USA ....New 3.99
Cabal 3.99
California Games 3.99
Cavemania 3.99
Championship Wrestling New 3.99
Chevy Chase ....New 3.99
Chase HQ ....New 3.99
Classic Punter 2.99
Classic Trainer 2.99
Cricket Captain 2.99
Cricket Master 2.99
Defenders of the Earth 3.99
Devastating Blow ....New 3.99
Dizzy Panic 3.99
Double Dragon 2.99
Dragon Spirit ....New 3.99
Fantasy World Dizzy 3.99
Fast Food 3.99
Fighter Pilot 3.99
Footballer of the Year 3.99
Fruit Machine 2 ....3.99
Gemini Wing 2.99
Ghostbusters II 3.99
Ghouls & Ghosts ....New 3.99
Guardian Angel 3.99
Hard Drivin ....New 3.99
Heroes of the Lance New 3.99
Hobgoblin 2.99
Hong Kong Phooey 2.99
Indiana Jones & The Last Crusade ....New 3.99
Interchange 2.99
Jimmy's Soccer Manager ....New 3.99
Last Ninja 2 ....New 3.9
Magicland Dizzy 3.99
Mean Machine ....New 3.99
Mega Hot - 9 Titles 4.50
Miami Chase ....New 3.99
Mig 29 Soviet Fighter 3.99
Moonwalker ....New 3.99
Multimix 1 ....4.99
Multimix 2 ....4.99
Multimix 3 ....4.99
Multimix 4 ....New 3.99
New Zealand Story ..New 4.99
OPeration Thunderbolt ....New 3.99
Outrun 3.99

Paperboy 2.99
Pit Stop 2 ....New 3.99
Power Drift ....New 3.99
Pub Trivia 3.99
Quattro Cion Ops 3.99
Quattro Adventure 3.99
Quattro Arcade 3.99
Quattro Cartoon 3.99
Quattro Combat 3.99
Quattro Firepower 3.99
Quattro Fantastic ....New 3.99
Quattro Power 3.99
Quattro Sports 3.99
Quattro Super Hits 3.99
Quattro Super Skills 3.99
Question of Sport 2.99
Quick Draw McGraw 2.99
R-Type 3.99
Rainbow Islands ....New 3.99
Rambo III 3.99
Red Heat 3.99
Renegade III 3.99
Rick Dangerous ....New 3.99
Robocop ....New 3.99
Scooby Doo & Scrappy Doo 3.99
Silkworm 2.99
Skatin' USA 2.99
Sky High Stuntman .New 3.99
Slightly Magic 3.99
Soccer Director 2.99
Spike in Transylvania 3.99
Spitting Image 3.99
Strip Poker 2 ....2.99
Stunt Car Racer ....New 3.99
Superkid in Space 2.99
Super Seymour ....New 3.99
Switchblade ....New 3.99
Tarzan goes Ape 3.99
Technocop 3.99
The Games Summer Edition 3.99
The Games Winter Edition ..3.99
Tin Tin on the Moon New 3.99
Tomahawk 3.99
Toobin' 3.99
Top Cat Beverley Hills Cat 3.99
Top Gun 3.99
Tracksuit Manager 2.99
Treasure Island Dizzy 3.99
Turbo Outrun ....New 3.99
Turrican ....New 3.99
Ultimate Golf ....New 4.99
Untouchables 3.99
Vigilante 3.99
Vindicators 3.99
Wacky Darts 3.99
World Games 3.99
Xenon 2.99
X-Out ....New 3.99
Xybots 3.99
Yogi & The Greed Monster .2.99
Yogi's Great Escape 2.99

FULL PRICE

	Cass	Disk
3D Construction Kit	16.99	16.99
Cisco Heat	7.99	N/A
Fist of Fury	7.50	N/A
Final Fight	8.50	11.50
Fun School II Range	7.50	n/a
Fun School III Range	9.99	12.99
Fun School 4 Range	9.99	12.99
Golden Axe	7.50	10.99
Hero Quest	7.99	N/A
Multi Player Soccer Manager	7.50	N/A
Manchester United - Europe	8.99	N/A
Mindstretchers (Monopoly, Scrabble, Cluedo)	13.99	13.99
Pitfighter	7.50	10.50
Robin Smith International Cricket	7.50	N/A
Shoe People	7.99	N/A
Skull & Crossbones	7.50	N/A
Smash TV	7.50	9.99
Speedball 2	7.99	N/A
Super Space Invaders ....New	7.50	N/A
Terminator 2 ....New	7.45	N/A
The Simpsons ....New	7.99	N/A
Turtles Coin Op. .New	8.50	11.50
Viz	7.50	N/A
World Class Rugby	7.99	10.99
WWF Wrestlemania. New	8.99	10.99
Rugby - The World Cup	7.50	10.50
RBI 2 Baseball New	7.50	10.50
Rolling Ronnie New	7.50	N/A

Favourite Board Games

Cluedo ....Cass 7.99
Monopoly ....Cass 7.99
Scrabble ....Cass 7.99
Trivial Pursuit ..Cass 12.50

CALL US ON 24 HOUR CREDIT CARD HOTLINE
(021) 440 4108
PLEASE STATE NAME, CARD NUMBER, EXPIRY DATE & GOODS REQUIRED

COMPILATIONS

Dizzy Collection
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy & Magicland Dizzy
Cass 7.50

Dizzy's Excellent Adventures
Dizzy Panic, Kwik Snax, Spellbound Dizzy, Dizzy Prince of Yolk Folk
Cass 7.50

It's TV Showtime
Bob's Full House, Bull's Eye, Every Second Counts, Blockbusters, Krypton Factor.
Cass 7.50

Dizzy Cartoons
Dizzy, Spike in Transylvania, Slightly Magic, C.J's Elephant Antics, Seymour goes to Hollywood
Cass 7.50

Too Hot To handle
Golden Axe, Super Off Road Racer, Total Recall, Shadow Warrior
Cass 12.99 Disk 16.99

Power Up
Altered Beast, Turrican, Chase HQ, X-Out, Rainbow Islands
Cass 11.99

Hanna Barbera Cartoons
Yogi's Great Escape, Hong Kong Phooey, Top Cat, Ruff & Reddy
Cass 7.50

Soccer 6
Treble Champions, World Champions, World Soccer League, Euro Boss, European Champions, Trevor Brookings World Cup Glory
Cass 7.50

Ninja Collection
Shadow Warrior, Double Dragon, Dragon Ninja
Cass 7.50 Disk 12.99

Movie Premiere
Teenage Mutant Hero Turtles, Back To The Future II, Gremlins 2, Days Of Thunder.
Cass 10.50

ORDER FORM AND INFORMATION. All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: PRICEBUSTER, Unit 23, 14/20 George Street, Birmingham. B12 9RG
Z DEPT

BLOCK CAPITALS
Name: ....
Address: ....
....
....
....
....
Postcode ....**Tel.No** ....

NAME OF GAME	COMPUTER	VALUE
	POSTAGE	
	TOTAL	

Postage Rates: Please add 50p P+P on all orders. EEC countries add £1.00 per item. Non EEC countries add £2.50 per item. Cheques payable to Price Buster.

on which computer book to buy between ZZAP! 64 and Commodore Format. Without any hesitation at all I said I'd get ZZAP! 64 from now on. And I think you are brilliant.

Here are two questions for you.
1. What do you think of *John Elway's Quarterback*?
2. What do you think of the *It's TV Showtime* pack by Domark? Please, please, please print this letter as I've sent two already.
Martin McMahon, Dublin, Eire

● 1. I've never seen it, but that John Elway's a bit of all right — he can make a pass at me any time!
2. I love TV game shows, but alas their computer counterparts aren't much cop.
Miss W

PULL THE OTHER ONE

I'm writing in response to Clare Edgeley's letter in ZZAP! Issue 80, What is she talking about? How can she even call the game *Rugby — The World Cup* when it doesn't have all the features of rugby? Where were the rucks, mauls and penalties. I agree with Phil and the rest of the ZZAP! team, a game which doesn't have many rugby features and overly difficult computer opponents does not deserve 90% as CF claimed.

By the way:
1. What's *RoboCop 2* like?
2. I want to order some software from mail order, if I don't get anything back, what can I do about it?
3. Do you think *Columns* will be released on the C64?
Andrew Cheung, Grantham, Lincs

● I agree, rugby's no good without plenty of rucking and mauling — and mud!
1. Flippin' good.
2. Complain to the Trading Standards Department.
3. I doubt it, but I love *Columns* too!
Miss W

WOTTA WASTE

I've got both the rugby games you've been talking about lately and have got opinions on each of them. Firstly *Rugby — The World Cup* is totally useless and I only bought it because CF gave it a great review and you were out of business at the time.

Then for dear old Chrimbo I got *World Class Rugby*, a thigh wobbler of a game and haven't been bored since.

What I'm trying to say is the other mag made me waste 11 quid or so on a boring, impossible game and if you hadn't new backers I never would have got *World Class Rugby* which in my opinion is faster, better and more realistic.
Giles Powdrill, Monmouth, Gwent
PS. I don't get CF anymore because of all their dud reviews.

● Can't say I blame you. Anyone who reckons *Rugby — The World Cup* is better than *World Class Rugby* just isn't on the ball.
Miss W

POT PUKE

I've read ZZAP! for years — it's way way better than Commodore Format. I've also played *Rugby — The World Cup* and it's as terrible as your review suggested, so Claire Edgeley, you're wrong — sorry.

I'm glad the price of cartridges has come down — I'll probably start buying them now. I have a few questions and problems you may be able to help me with.
1. Who is the best games player in the team?
2. Is the 'STAIN' Osborne really that bad that he eats pot noodles (puke)?
Carry on the good work lads and lasses.
K Miller, Wirral

● Thanks for your letter, K (kilobyte?).
1. After winning (rigging!) the inter-mag challenge twice, Phil reckons it's him. But let's face it, no-one plays better than me when I'm on the game.
2. Worse! Pot noodles are positively scrumptious compared with our Ian.
Miss W

LOADING TIPS

I'd like to give some advice to people without a Load-It. If you're experiencing loading difficulties because of your tape head alignment, here's a way of turning your datasette into a Load-It.
You'll need:
1. A very small screwdriver and maybe a standard size one
2. Gentle hands
3. And of course a datasette, dummy!
What to do:
1. Place a tape in the C2N and push play.
2. Put the small screwdriver through the hole on the top of the C2N and feel around for a screw.
3. When you find it turn it to your right until it's as tight as it'll go.
4. Try to load a game.
5. If it fails to load keep the tape playing and put the screwdriver in again and turn it a little bit to the left. Try loading again.
6. Keep doing this until loading is successful.
*****WARNING*****
ONLY do this if you are sure about everything above or you could do your C2N damage. If you can't find the screw or your screwdriver is too big, then undo the screws on the back of the C2N and lift the front of carefully. The alignment screw is the leftmost on the leftmost head.

This technique worked for me and I hope you find it useful. DO NOT TOUCH ANYTHING INSIDE THE DATASETTE EXCEPT THE CORRECT SCREW OR YOU COULD DAMAGE YOUR KETTLE, I MEAN DATASETTE. Talking about kettles, mine's just exploded so until Phil admits he's fat and his Metro actually starts on a cold morning (sorry Phil). MAKE MINE ZZAP!
Dave Stringer, Loughton, Essex

● I'm willing to try any new technique, Dave. But as you say, you've got to have the right equipment for safe screwing.
Miss W

NOT A SMASH

I bought *Smash TV* and had two goes before getting onto the second level. The next day , I took it to my friend's house. We both reached Level 2 on one go. Then we had a dual two-player mode — I controlled movement and he controlled firing. We got very far and I realised we must have collected 20 extra life tokens. Ten minutes and 20 fruit pastilles later (private joke), we completed it. This leads me to question your lastability rating. How could you justify it? I would not advise accomplished gameplayers to buy *Smash TV*.

Have you got a battle going with Commodore Format? Here's why I say this:

	ZZAP%	CF%
● Rugby — The World Cup	30	90
● World Class Rugby	85	55
● Elvira — Arcade	40	84
● Final Blow	31	67

I've read ZZAP! since Issue 48 and I hope you keep on setting a high standard.
Patrick Walsh, Merseyside

● Maybe *Smash TV* is a bit easy for experts such as yourself, but it's still a class conversion that always whips me up into a frenzy.
It's not a battle with CF, Patrick. The ZZAP! team play a game thoroughly and then give it the ratings it deserves. What CF do is a complete mystery — something to do with astrological charts, maybe?!
Miss W

Well bon soir my little sheep's intestines. Now I must love ya and leave ya but don't fret and fuss — I'll be back! If you're not doing so already, get to that desk and start those letters winging to me *immediately*! Otherwise who knows what might happen — I'll leave it to your imagination — FOR NOW. Get 'em in to *WHIPLASH WHISPERS, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW*. And if you've got any embarrassing photos of relatives in compromising situations etc, send 'em in!

Subscribe to ZZAP! 64



AND GET WIRED FOR SOUND!

★ Hi, folks, Cliff Pilchard here with a born-again subscription offer to keep you in the ZZAP! faith.

Yep folks, subscribe to ZZAP! and not only do you get 12 issues of the most fab, fun-packed C64 mag ever conceived (immaculately of course!), but you also get, ABSOLUTELY FREE!:

A brill Maxim personal stereo!*

(*Free gift offer applies to UK only)

Yes, now you can listen to your favourite Des O'Connor tracks in private without any embarrassment whatsoever. Take Des with you wherever you go. Here's just a few suggestions:

- On the bus (with Elvis-lookalike driver called Ron)
- On the train (to annoy people who can't quite figure out what song you're listening to)

In the school playground (instead of unhygienic snogging — after scoring a goal!)

- On a summer holiday with Hank Marvin and Una Stubbs
- Your Auntie Dot's house with the small smelly Jack Russell that pees on the carpet
- Mr Potts's electrical and hardware shop (a 5 amp fuse please)
- Up the Stick (the trendiest Ludlow nightspot... well, the only Ludlow nightspot really!)
- Down a very deep dungeon
- Anywhere except a recording studio!
- To the TV studio for Des O'Connor Tonight!

Oi ZZAP!

I wanna enrol with you!

This offer is not valid after March 31st 1992

● ***Send me my free walkperson (or else)*** ☐ 6107

	New Sub	Renewal
● *I live in the United Kingdom (£24 with free stereo)*	☐ 6001	☐ 6002
● *I live in Europe or Eire (£30, no free stereo)*	☐ 6003	☐ 6004
● *I live outside Europe (£44, no free stereo, posted airmail)*	☐ 6005	☐ 6006

● ***Method of payment:*** ☐ **VISA** ☐ **ACCESS** ☐ **POSTAL ORDER** ☐ **CHEQUE**

● ***Credit Card Number:*** ....

● ***Expiry Date:*** ....

● ***Signature:*** ....

● ***NAME:*** ....

● ***ADDRESS:*** ....

....

.... ***POSTCODE:*** ....

● Make cheques and postal orders payable to **Europress Direct**. Send this form with payment, to: ***Europress Direct, ZZAP! SUBSCRIPTIONS, FREEPOST, Ellesmere Port, South Wirral L65 3EB.***

● **Phone orders:** Tel: 051 357 1275. Fax: 051 357 2813. **Subscription enquiries:** Tel: 051 357 2961.

Wired up

● Yep, you'll be well and truly wired for sound with this little fellow. Impress your friends with its tasteful blue colour scheme and unbelievable sound quality! And when your batteries go flat, there's even a power socket to plug it into the mains (via a suitable adaptor, not supplied).

And you don't even have to sell your soul to the 'Devil Woman' (ie Lucy). The all-inclusive cost is a miserly

£24!

● **(UK only)**

Yep, it sure sounds good to me, just like 'Mistletoe And Whine'. Congratulations, you've just made a very good decision! Unlike Carrie — she doesn't live here any more.

Oh, the Agony!

OUT NOW!



DON'T MISS the February issue of AMIGA ACTION featuring an exclusive review of Psygnosis' AGONY and mega competition!

5 Game Boys must be won!
plus loads of Psygnosis goodies!



The Ultimate in Mega Coverdisks!

SIX playable demos featuring WOLFCHILD, TEAM YANKEE II, DOUBLE DRAGON III and THREE superb PD demos!

PLUS
The latest Amiga games news, features and reviews EVERY MONTH!

AMIGA ACTION

Weird Ima

Hokey Kokey matey-peeps what does Images mean to you? A dodgy disco company run by CRASH's Nick 'DJ' Roberts? Erm... no, didn't think so! Then read on to discover the dastardly (and sometimes downright disgusting) secrets that LUCY HICKMAN wriggled out of one of the hottest programming teams in the country...



Hmmm, shifty looking character this one. Oh, it's the Managing Director of Images; that's okay then (these MDs get away with murder, don't they? But that's another story). Anyway, let's have a butcher's at what sort of mongrel runs the outfit.

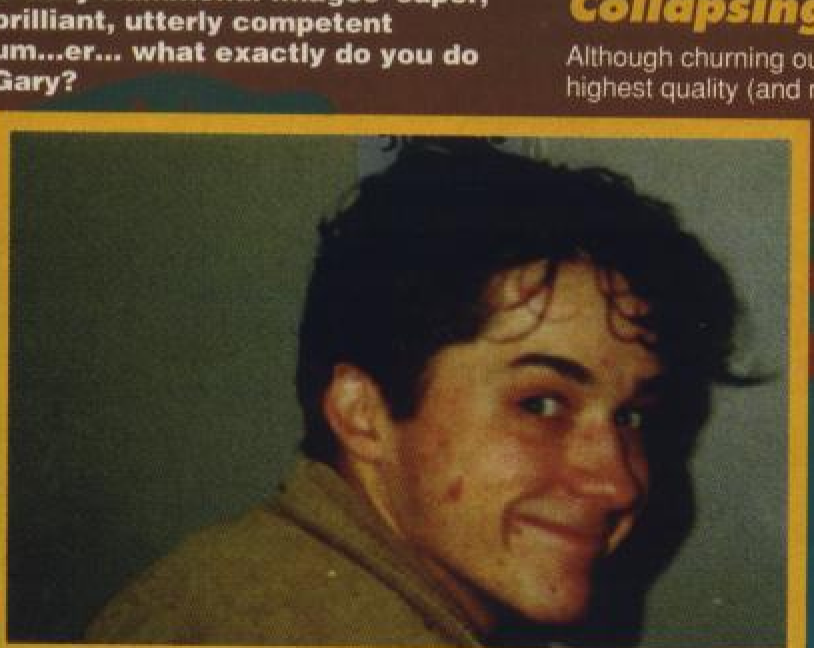
Name: Karl Jeffrey
Age: 24 (but feels older — fnaar)
Sex: Variable
Weight: Several tonnes
Status: Single (except for the sheep — he is half Welsh y'know) (What a coincidence, so am I! — Ed)
Address: Censored due to bomb threats
Fave Game: *R-Type* (he programmed it — big-headed git)
Fave Food: Any Type beginning with 'R'
Fave Music: Beatles (who are they? — Art Ed)
Hobbies: Squash, battering programmers with lump hammers, talking to hobgoblins, cleaning his ears, cleaning someone else's ears, falling over when drunk, falling over when not drunk, typing 'R' over and over again.
Ambitions: To make loadsa dosh, make even more dosh, re-program *R-Type*, climb the Eiffel Tower blindfolded to stand at the top and scream EPIGLOTTIS at a small spider hiding in the corner.

Back in the mists of time (well four years ago actually but then who's counting?) a bright young programmer peep called **Karl Jeffrey**, creator of the classic *R-Type*, got it into his head that he wanted to run a company.

After eating everything in sight for a few days he realised he'd never grow to the proportions of a pregnant hippopotamus with an ego to match, so that ruled out Maxwell Communications (he also tried falling off a yacht but some bast saved him). So he went for the next best thing — a programming company.

The result was Images which to date has dreamed up such classics as *Chip's Challenge, Back To The Future II, Hunt For Red October* and, more recently, the excellento *Space Gun* and *G-Loc* (watch out for a review soon!).

● **Gary Hammond: Images' super, brilliant, utterly competent um...er... what exactly do you do Gary?**



I want to be a treeeee

To begin with the guys worked exclusively for Activision but after scoring hits with *Wonder Boy II* and *Rampage* they eventually branched out (I want to be a treeeee) and were soon in mega demand (who could resist 'em?) from giants such as Ocean and US Gold.

They now have dozens of people working for them on and off across the country and this year things are accelerating for them at a great rate of knots, winning the rights to develop games for the Game Boy, The NES and the Super NES.

Their next cunning plan is to produce and publish their own games (too wisky!). Karl ain't giving nuffin' away as to what's on the cards (the walls have ears y'know) but he promises to tell us *all* ASAP (Yippee-doo!).

Collapsing canopies

Although churning out classic games of the highest quality (and making loadsa dosh) is their main priority, it sure ain't all work work work for these chaps — when they decide to have fun they sure do let *rip*!

Take for example the time when a group of 'em were working late. Sounds like a damn good excuse to sit around and get blotto to me. And, coincidence of coincidences, that's exactly what they did, which is okay until things get out of

SPACE GU



● A stupendous shoot-'em-up this one (see this month's review!) where your mission's to rescue a bunch of civilians nabbed by bug-eyed beasties.

The horrors from hell continually try to rip your throat out, so use the on-screen free-floating cursor to pinpoint your target and Let Rip with bullets, bombs, flame throwers, grenades, freeze guns and extra



...ages!

control and a party on the roof seems in order.

Karl explained: 'Loads of people came out of the pub nearby, all as drunk as lords and came past our offices. All our programmers were playing music really loud and drinking on the roof.

'When the lot from the pub came past, a screaming match started then there was a pleasant exchange of bricks and bottles. Rob Hyland (Speccy *G-Loc* programmer) stepped out onto the canopy of the store below our office to get a better shot.'

Well I'm sure you intelligent readers can imagine what happened next. Yup, one programmer falls straight through the canopy up to his crotch. One knackered canopy and no hope of children for the *G-Loc* programmer (and an £800 bill for Images).

RAMPAGE

● This one's not so much of beat 'em up as a smash-everything-in-sight-to-smithereens wreck-'em-up! Unusually you play a baddie — a former human who's been transformed into a werewolf, giant lizard or killer ape (don't you just hate it when that happens?).



As the game name suggest you then go on the rampage, smashing cars, punching helicopters, razing buildings to the ground and, of course, slaughtering and eating people to keep up your energy.

Amazingly you find you LOVE being a wreaker of havoc and causer of chaos so you spend the game trying NOT to revert back into your human skin — if you do it's Game Over. Earned itself 62% in ZZAP! Ish 33.



● 'Okay so you didn't like *Space Gun*', says programmer Damian Stone, 'but there was no need to weld me to this tree!'

Exploding toilets

I've already decided that programmers are an extremely *weird* breed of people with even weirder senses of humour, and at Images they're no exception.

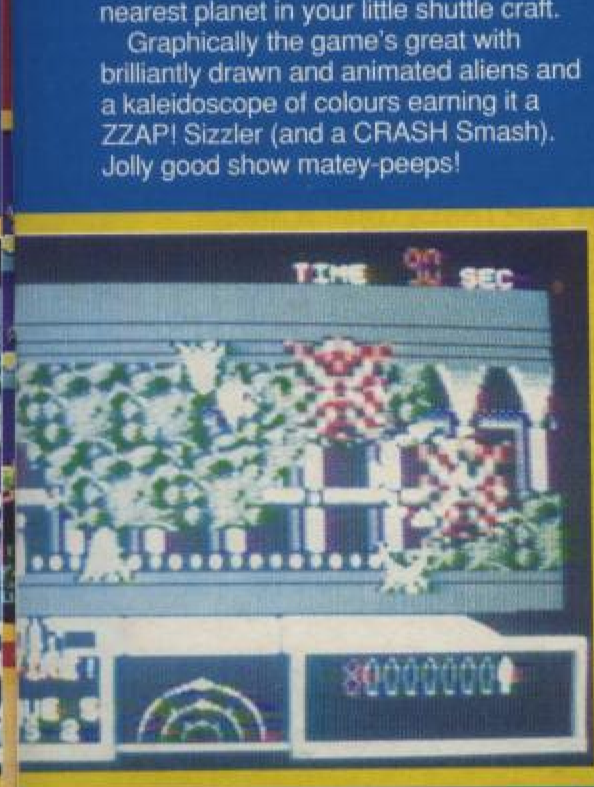
At one time the staff were under siege from a mysterious exploding *everything*! Programmer Mark Barker, presumably after a serious overdose of The A-Team, suddenly thought inserting explosive powders in joysticks, pens, floor tiles and even toilet seats would be a great crack, giving him a jolly chortle and everyone else a nervous breakdown.

One of the guys freaked out completely when his pen went off with a bang so trying to calm his frayed nerves he reached shakily for a cigarette and lit it with trembling hands. Yup, you've guessed it — the powder was in the lighter too — one programmer transported quickly to a nice room with bouncy cushions all over the walls!

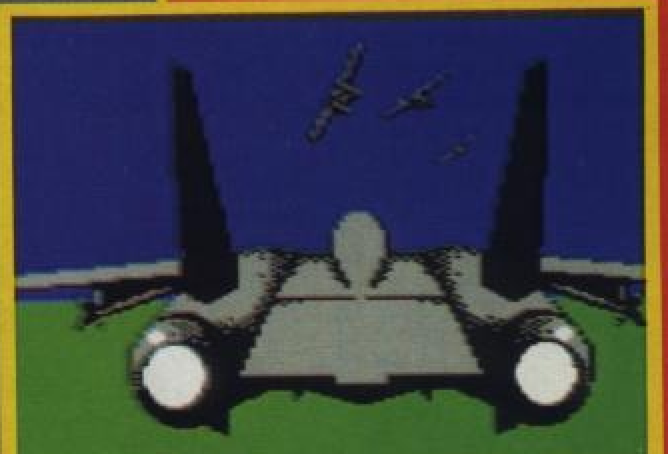
...UN

energy. There are two main critters, big fat wallas who try to bite or slash you with their claws, and smaller Alien-esque 'face hugger' creatures who cling to your face. Once a huge end-of-level guardian has been blasted to hell and back, it's down to the surface of the nearest planet in your little shuttle craft.

Graphically the game's great with brilliantly drawn and animated aliens and a kaleidoscope of colours earning it a ZZAP! Sizzler (and a CRASH Smash). Jolly good show matey-peeps!



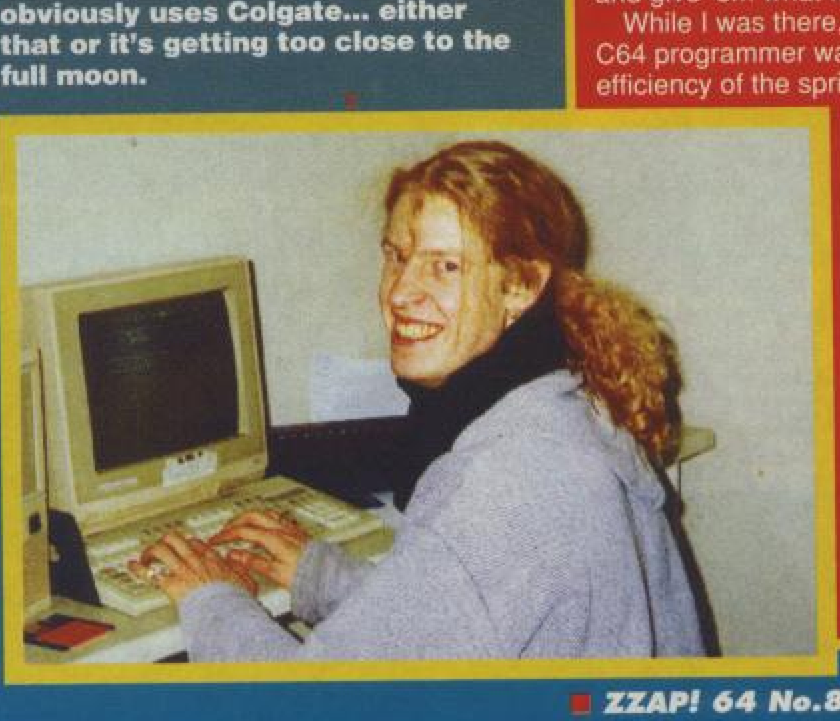
G-LOC



● In this own-eye-perspective shoot-'em-up which took seven months to program, you, as a United Nation Thunderfox pilot, blast baddies galore from a 3–D bird's-eye view. After a spectacular take-off and a quick 360° spin you're straight into battle. You've got a Head-Up Display that locks your sights onto an enemy and sends off a heat-seeking missile to blast him away. Watch your fuel and give 'em what for!

While I was there, James Sharp, C64 programmer was testing the efficiency of the sprite multiplexor of the C64 version and there were literally *dozens* of enemies diving at you at an incredible pace, with the mass of activity hardly slowing the action down at all. So far it's looking pretty spiffing but keep your eyes peeled on our review pages for the first review.

● *G-Loc* programmer, James Sharp obviously uses Colgate... either that or it's getting too close to the full moon.



Whiplash Scores & Charts!



Right you snivelling toe-rags, Miss Whiplash here and this time it's the REAL me, doing what I do best — inflicting *pain*! You lot have been getting away with *murder* with that girl's blouse Scorelord — the stupid fool got*soft* in his old age. Well now he's HISTORY and I'm in the driving seat. I bet you thought you could get away with all the *fibs* you've been telling about your scores. Well no longer. After years of studying torture, I've refined the art of inflicting excruciating agony to a tee. Trouble is, I can't do it unless I can see you, so from now on I want your photographs enclosed with your scores (and if you don't, you'll be sorry). Send them NOW to: *Whiplash Scores, ZZAP! 64, Europress Impact, Ludlow, Shropshire SY8 1JW.*

ATOMINO (Psygnosis)
(Mode A)
271,188 (Level 51) John O'Hara, Towcester, Northants
72,335 (Level 38) James Tully, Brighton, Sussex
19,718 (Level 17) Matthew 'Mole' Allen, West Ewell, Surrey
(Mode B)
93,726 Chris (WAK) Everett, Worcester

BOULDERDASH IV (Megatape 23)
30,785 Patrick Walsh, Formby, Merseyside
8,043 Robert Byrne, Leixlid, Co Kildare, Eire

CHASE HQ II: SPECIAL CRIMINAL INVESTIGATION (Ocean)
1,587,400 Shaun Alcock, Worsley, Manchester
1,167,500 (Completed) Darren Freeland, Hamilton, Lanarkshire
881,600 (Completed) Steven King, Kendal, Cumbria

CJ'S ELEPHANT ANTICS (Code Masters)
232,880 Matthew Withers, Crewe, Cheshire
138,220 (Completed) Patrick Walsh, Formby, Merseyside
119,432 (Completed) Graham Keeling, Bournemouth, Dorset

CREATURES (Thalamus)
14,894 Graham Keeling, Bournemouth, Dorset
14,273 Paul Turville, Churchdown, Glos
13,700 Dean Vandenbergh, Londonderry, North Yorks

INTERNATIONAL 3D TENNIS (Palace)
$3,031,534 David (Wavy) James, Smethwick, W Mids
$1,218,736 Laurence Smith, Auckland, New Zealand
$1,052,337 Patrick Walsh, Formby, Merseyside

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Virgin)
$18,820,000 Paul Turville, Churchdown, Glos
$10,050,000 Robert Jones, Rochdale, Lancs
$5,600,000 Rory 'Revs' Stamp, Barngarth, Cumbria

KLAX (Tengen/Domark)
7,442,846 (Wave 87) Simon Sharp, Evesham, Worcs
6,431,721 (Wave 86) Mark McGarry, Larne, N Ireland
4,903,330 (Wave 73) Chris (WAK) Everett, Worcester

MIDNIGHT RESISTANCE (Ocean)
1,000,845 (Completed) Matthew Dainty, Shrewsbury
950,525 Gary 'Raze' Spence, Craven Arms, Shrops
800,028 Robert Swindells, Parkstowe, Dorset

NARC (Ocean)
1,954,620 (Completed) Patrick Walsh, Formby, Merseyside
1,210,950 (Completed) CJ Berry, Woolton, Liverpool
584,600 (Completed) C Maddocks, Killamarsh, Sheffield

NAVY S.E.A.L.S (Ocean)
221,318 (Completed) Patrick Walsh, Formby, Merseyside
213,585 (Completed) Neil 'the Navy SEAL' Higgs, Coventry
210,940 (Completed) Steven King, Kendal, Cumbria

PANG (Ocean)
630,275 Paul Cardno, Formby, Merseyside
77,350 Richard Beckett, Wiggington, York

PARADROID (Megatape 24)
9,140 Ray Dunne, Green Springfield, Dublin

PREDATOR 2 (Imageworks)
1,758,375 (Completed) Bart (Slade) Hendrix, Horst, Netherlands
975,875 Mark Fletcher, Mount Florid, Glasgow
576,300 Steve 'Mik' Hadleigh, South Norwood, London

PUZZNIC (Ocean)
5,455,100 (Level 8-8) CC Barclay, Edinburgh
3,801,100 (Level 8-6) Iain McLaren, Anonyville
3,516,100 (Level 8-5) Stéphane Depauw, Bruxelles, Belgium

REVENGE OF THE MUTANT CAMELS (Megatape 19)
271,040 Ryan Pascall, Leigham, Devon
131,035 Rory 'Revs' Stamp, Cartmel, Cumbria
118,654 Matt 'Mutant' Rhodes, Cartmel, Cumbria

ROBOCOP II (Ocean)
9,015,000 (Completed) Paul Turville, Churchdown, Glos
8,263,000 Ryan Pascall, Leigham, Devon
7,868,000 (Completed) Matthew Dainty, Shrewsbury
6,273,000 CJ Berry, Woolton, Liverpool

SMASH T.V.
10,988,010 (Completed) Patrick Walsh & Paul Cardno, Formby, Merseyside
9,221,940 Stephen Blidgeon, Newall Green, Manchester
9,159,720 Neil J Reive, Lockerbie, Dumfriesshire

SPIKE IN TRANSYLVANIA (CodeMasters)
16,010 (Completed) Scott 'Dodo' McKee, Stowmarket, Suffolk
16,010 (Completed) Stuart McCormack, Arbroath, Angus
2,600 Graham Keeling, Bournemouth, Dorset

SUPER SPACE INVADERS (Domark)
211,110 Dan Bartlett, Whitbourne, Worcester

VENDETTA (System 3)
(Time Left)
41:50 Punty, Norwich
41:21 John de Vugt, Roosendaal, Holland
39:26 Chris (WAK) Everett, Worcester

ZYBEX (Megatape 15)
90,950 Michael Garnett, Hatfield, Herts
32, 920 Ian Galston, Bishopbriggs, Glasgow
29,720 Steve Arnott, Huntingdon, Cambs

THE MARCH CHARTS

THE READERS' CHART

1.	(2) Turrican II	(Rainbow Arts)
2.	(3) Smash TV	(Ocean)
3.	(1) Creatures	(Thalamus)
4.	(4) World Wrestling Federation	(Ocean)
5.	(8) Navy SEALs	(Ocean)
6.	(9) World Class Rugby	(Audiogenic)
7.	(–) Last Ninja III	(System 3)
8.	(–) Bubble Bobble	(The Hit Squad)
9.	(6) Speedball II	(Imageworks)
10.	(–) Rainbow Islands	(The Hit Squad)

GET IT IN THERE, KNOW WHAT I MEAN?!

● Yes, now you can submit (if you don't sumbit you'll never score with me!) your high scores and chart votes on one simple form. AND DON'T FORGET TO SEND A PHOTO OF YOURSELF for me to impale, hang and chain! Send it in and you could hit the right spot and win £30 worth of luncheon vouchers,... erm, I mean software, like Robert Byrne of Leixlip in Eire. His fave game is *Turrican II.*

MY TOP THREE SCORES ARE:
1. ....
2. ....
3. ....

MY TOP THREE GAMES ARE:
1. ....
2. ....
3. ....

MY FAVOURITE 'CORONATION STREET' CHARACTER IS..................
....

NAME..
ADDRESS..
....
....
....
............**POSTCODE**..................................

What d'ya reckon?

Hello fellow ZZAPers! We thought it was about time you gave your views on your beloved ZZAP! to see what you'd like to see more or less of etc. It's very very important that we know these things so please *please* send this page with appropriate comments back to: *Europress Impact, What D'ya Reckon, ZZAP, Ludlow, Shropshire SY8 1JW*, by March 31.



1. Are you: ☐ MALE ☐ FEMALE

2. How old are you?: ....

3. Are you?:
☐ AT SCHOOL
☐ COLLEGE/UNIVERSITY
☐ WORKING FULL TIME
☐ WORKING PART TIME
☐ OTHER

4. How do you get ZZAP!?
☐ SUBSCRIPTION
☐ RESERVED OR DELIVERED BY NEWSAGENT
☐ OFF THE SHELF AT NEWSAGENT
☐ OFF THE SHELF AT ANOTHER TYPE OF SHOP (state which type)

5. Which other magazine do you buy?:
☐ Amiga Action ☐ Commodore Format
☐ Commodore Power ☐ Amiga Power
☐ Amiga Format ☐ Smash Hits
☐ Number One ☐ CU Amiga
☐ Amiga Computing
☐ OTHER (please specify)..............................
....

6. Do you use your computer for anything other than playing games?:
☐ YES ☐ NO



Is this magazine brilliant or doggy doo-doos! The choice is yours!

☐ If yes please state other uses:
....
....
....
....
....
....
....

7. Which type of software do you usually buy?:
☐ £2-5 ☐ £6-10 ☐ £11-15 ☐ £16-20
☐ If more than £20 please specify:

8. What is the major influence on your decision on buy a computer game?:
☐ A REVIEW IN ZZAP!
☐ OTHER MAGAZINE REVIEWS
☐ ADVERTISING
☐ AUTHOR/PROGRAMMING TEAM
☐ PRODUCER ie SOFTWARE HOUSE
☐ PRICE
☐ PREVIEW OR OTHER EDITORIAL MENTION

9. Please award marks out of ten for each of the following features in ZZAP!
... Advertisements
... Features
... Charts
... Competitions
... ZZAP Zone
... ZZAP Zoo
... News (Stuff)
... Flash Back
... Tips
...Tape Worm
... Mega Mix
... Reviews
... Whiplash Whispers
... Hotline Competitions
... Previews
... PD File
... Hi-Score Horrors

10. Do you like the review style?
☐ YES ☐ NO

11. If no, why not?

12. Are there enough screenshots?
☐ YES ☐ NO

13. Are the comments detailed enough?
☐ YES ☐ NO

14. How often do you agree with the ratings?
☐ Always ☐ Usually
☐ Rarely ☐ Never

15. Do you use ZZAP! as a source of reference when buying software?
☐ Always ☐ Sometimes ☐ Never

16. Would you object to paying 50p extra for more pages and full colour?

☐ YES ☐ NO

17. Would you like to see a regular Amiga supplement in ZZAP!?

☐ YES ☐ NO

18. Would you still buy ZZAP! if a supplement was included?

☐ YES ☐ NO

19. Do you own an Amiga?

☐ YES ☐ NO

20. Are you thinking of upgrading to an Amiga?

☐ YES ☐ NO

21. Would you still buy ZZAP! if you do?

☐ YES ☐ NO

22. How could ZZAP! be improved?
....
....
....
....
....
....
....
....
....
....
....

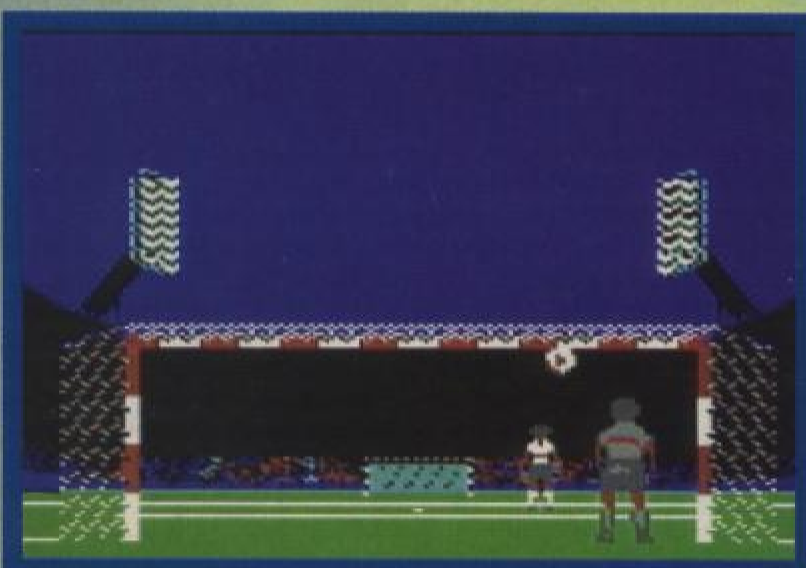


Hey man, like, er, cut me out and send me off! It'll be a root beer of an experience, believe me! Snip! Snip!

Flashback

Old classics at pocket money pric

★ One of the great things about the C64 is the tons of old games you can now get for the price of a bag of crinkle-cut chips. Trouble is, some of them are soggy and not particularly appetising. But fear not, the ZZAP! crew put on their bibs to taste four rewarmed rereleases...

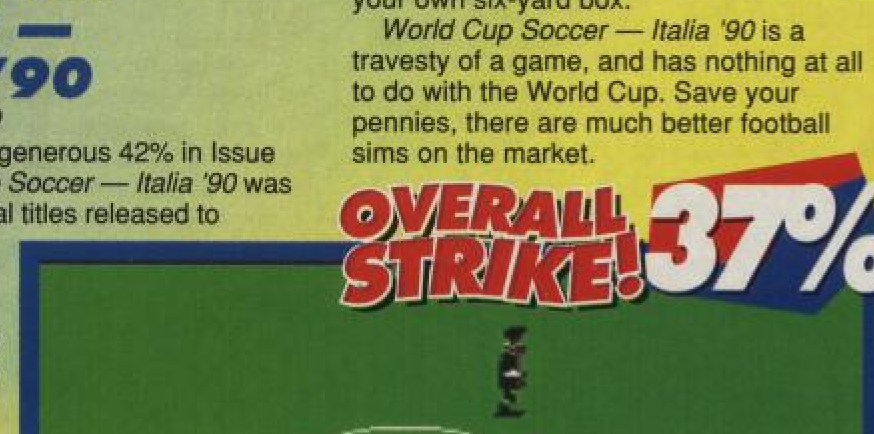


WORLD CUP SOCCER — ITALIA '90

Tronix, £3.99

Scoring an overgenerous 42% in Issue 63, *World Cup Soccer — Italia '90* was the worst of several titles released to coincide with the 1990 World Cup finals. This one's so bad you'd have more fun kicking it round your bedroom than loading it up and playing it.

Although this was the OFFICIAL World Cup licence, no attempt was made to link it with the tournament itself — it doesn't include the real fixtures, you don't play against the proper teams, and you don't even get a full squad — instead, you play six-a-side football as England, Italy, Spain or Belgium against a succession of progressively better opponents, some of which weren't even in the World Cup finals! A two-player option is also available.



Change of view

The pitch is viewed from above, until a shot is taken when the perspective changes to 3-D, seen from either behind or in front of the goal. This is hellishly slow, and makes it very difficult to save shots, especially for the player who has to suffer the 'up the goalie's bum' perspective. The teams don't change sides at half-time either!

When dribbling, the ball's glued to your foot until you welly it in the direction you're facing. As there's only one power setting available, intricate passing is impossible, so you end up just running at goal, even from your own six-yard box.

World Cup Soccer — Italia '90 is a travesty of a game, and has nothing at all to do with the World Cup. Save your pennies, there are much better football sims on the market.

OVERALL STRIKE! 37%



MONTY PYTHON'S FLYING CIRCUS

Tronix, £3.99

And now for something completely predictable... *Monty Python's Flying Circus* has some excellent touches, but very little gameplay — if only it were as exciting and innovative as its namesake.

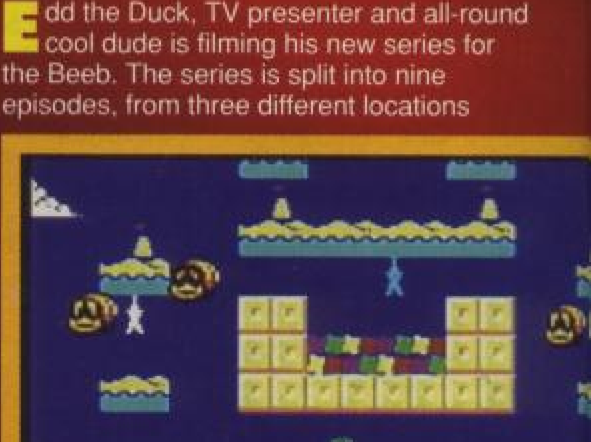
Gumby, Michael Palin's dim-witted creation with a fetish for chartered accountancy, has lost his brain. To add insult to injury, it's split into four pieces and each has hidden in a different part of the crazy world of Monty Python — your task, (as if you hadn't guessed), is to retrieve it through four levels of nonstop silliness.

Level One sees our anti-hero hopping around platforms before transmuting into a

EDD THE DUCK

Zeppelin, £3.99

Edd the Duck, TV presenter and all-round cool dude is filming his new series for the Beeb. The series is split into nine episodes, from three different locations



fish-like creature for the Level Two under-water maze. Sprouting a pair of wings he flies through Level Three, undergoing a further metamorphosis for the bonus rooms, where he appears as a head on a springy foot.

Spam, spam, spam...

Baddies include Vikings on wheels, ministers of silly walks, and dead parrots, which Gumby batters by throwing fish at them! Flying fish can also activate switches and destroy cheese blocks, revealing food power-ups or tins of spam — make it to the end of the level with sixteen tins and you get a bit of brain. Surreal!

Monty Python's Flying Circus features authentic sprites and backgrounds, which do a fair job of capturing the wacky atmosphere of Terry Gilliam's cartoons, but the animation and scrolling leaves a lot to be desired. Worst of all, the gameplay is very repetitive, and while its namesake cut new ground in comedy, the game just rehashes old ideas.

I love Monty the show, but Monty the game just doesn't measure up — on budget, it's worth more than the 47% it got in Issue 66, but it's nowhere near as good as it could've been. Not that I care, of course. I don't care about anything really — I didn't even want to be a staff writer! I wanted to be...**A LUMBERJACK!!!** All together, 'I'm a lumberjack and I'm O.K, I sleep all night and I work all day...' (Fair enough Ian, you're fired! — Ed)

OVERALL STRIKE! 52%

SWITCHBLADE
GBH, £3.99



Oh buggery, it's yet another tale involving a big baddie taking over the kingdom, and the only weapon that can defeat him has shattered into several squillion pieces and been scattered to the four winds! If these weapons are so flippin' good, why do they keep breaking? And once they have, what possible use could they be? *Switchblade* offers no answers to these perennial problems, but it's a pretty good game.

The big baddie in this case is Havok, the weapon is the Fireblade, and you are Hiro, last of the Bladeknight warriors. Your task is to find the sixteen pieces of the sword, glue it together with string and sticky tape, then show Havok that having a name that looks like a typing error really doesn't pay.



Old hack

Switchblade features gameplay as unoriginal as its storyline — a mixture of hack-'em-up action and platforms-and-ladders exploration set in a huge underground labyrinth. The one novel feature is its combat system; at the bottom of the screen there's a status bar which rises as you hold down fire. Depending on when you release the button, you execute a punch, high kick or low sweeping kick. Sounds complex, but it works!

Needless to say, *Switchblade* also features a host of objects to collect. Power-ups are found inside destructible stones, and include fireball missiles, speed-ups and invulnerability. Collecting the letters BONUS and EXTRA earns 10,000 points and another life respectively.

So what's it like then? I must confess I liked it. OK, it features a tacky plot and unoriginal gameplay, but it's really atmospheric and it works — I love the way each portion of the map is only displayed as it's entered! I liked it far more than Stu, who gave it 67% in Issue 76 — it might get repetitive after a while, but mappers will love it.

OVERALL STRIKE! 78%



around the TV Centre, Weather, Special Effects, and Children's TV. Ed must outmanoeuvre Wilson and his cronies — including fish, bumblebees, and even Argle-frogs, as he travels upwards through the studios of the BBC.

To help him to the top, the Special Effects Boffins have developed a Snowball Shooter which Edd can use to freeze his opponents for short periods of time. If Edd collides with any of these or falls, the director orders a retake — Ed has four takes (lives) in all. In each scene Edd has to collect all the stars before he can progress to the next episode.



Duck and dive

Game style can only be compared to *Rainbow Islands*, but it's not as sophisticated or good as that. It certainly isn't easy, though. Edd must jump from platform to platform with pixel-perfection or fall into the path of a fish or into the water (and we all know that ducks can't swim?!).

Even so, the basic gameplay is surprisingly compulsive and is sure to drive you quackers. Bright colours, good clear graphics, and crisp sounds make this a must for all Edd the Duck fans. For the poor kids like me who don't watch CBBC, this won't be such a novelty.

OVERALL STRIKE! 78%

it's Corky!



★ How's it hanging Amigos?, I hope you lucky dudes and babes had an outstanding Valentine's day. Mine was pretty good, I made a New Year's resolution not to send any cards to myself, but received two from a pair of most righteous babes anyway (a couple of grannies from the old people's home — Ed). 1992 is looking most triumphant already, hmm... what else has happened in the office recently. You must excuse me if I start slipping into California surfer slang 'coz I recently saw 'Bill And Ted's Bogus Journey' at the flicks. It's totally non-heinous stuff, though people give you funny looks when you start saying things like 'station dude, that's one outstanding babe over there'. But enough of my nattering 'coz it's on with the tips. 'You totally killed us, you evil metal dickweeds'...

GRIBBLY'S DAY OUT

(Megatape 25)
Check out the most excellent Megatape game, and then type in this listing. Now insert the Megatape, run the program and press play on the tape for infy energy.

```
0 REM GRIBBLY'S DAY OUT HAX (C) WAZ 1992
1 FOR WA=272 TO 316: READZ: C=C+Z: POKE WA,Z: NEXT
2 IF C< >4193 THEN PRINT "ERROR MOST ESTEEMED DUDE!": END
3 PRINT CHR$(147); "EXCELLENT!": POKE 157,128: SYS 272
4 DATA 032,086,245,169,035,141,187,004
5 DATA 169,001,141,188,004,076,000,004
6 DATA 087,065,090,169,076,141,024,002
7 DATA 169,053,141,025,002,169,001,141
8 DATA 026,002,076,000,002,169,165,141
9 DATA 033,127,108,252,255
```

THIS IS NON-NON-HEINOUS, DUDE

Whoops cock-up time again, here are some corrections to WAZ P listings printed last month.

TERMINATOR 2

Lines 3 and 31 should read

```
3 IF C< >18677 THEN PRINT "ERROR": END
31 DATA 076,000,016,169,094,141,132,242
```

PARADROID

Line one should read

```
1 FOR WA=272 TO 348: READ Z: C=C+Z: POKE WA,Z: NEXT: IF C< >8855 THEN PRINT "ERROR": END
```

RAMBO 3



(The Hit Squad)
My thanks go to Keith Carr from Colchester for this screen by screen solution for levels one and two of *Rambo 3*. NB. U, D, L, R = directions, Door = go through door, Top Door = tells you which door to go through.

Level 1

From the start go R, Door, U, U, Door, R, U, L, Collect Goggles and Battery, U, Door, Get Detector, U, U, get Medikit, D, D, Door, R, R, R, R, U, R+D, D, Get Light Key, U, U, L+U, Top Door, L, Hit Switch, R, Door, D, D, L, L, L, D, D, L, Door, R, D, Door, U, U, Get Arrows, D, Door, D, Get Silencer, U, Right Door, D, Door, D, Left Door, Left Door, Get Goggles, Right Door, Right Door, U, Right Door, D, Door, Get Glow Tube, Right Door, U, Door, Left Door, U, Right, Door.

You are now outside, U, U, U, U, U, L, L, L, L, L, L, L, U, U, U, U, U, Get Anti-Personnel Mine, U, Door, D, D, D, R, D, Get Dark Key, D, Use Dark Key, Door, Gt Detector Battery, Door, L, U, U, U, U, Door, D, Hit Switch, U, Door, U, R, R, R, R, D, Hit Switch, U, L, L, D, D, D, R, Door, Get Rubber Gloves, Door, R, R, U, Door, Right Door, Get Medikit, Door, Left Door, D, R, D, Get Pistol, D, Use Light Key, Door.

You're outside again: D, R, R, U, U, U, U, U, Door, R, R, Door, Use Glow Tube, D, Door, D, Get Uniform, U, Door, U, Door, Use Uniform, D, D, D, Use Light Key, Right Door, U, U, Get Medikit, D, D, Door, D, D, Right Door, D, Get Arrows, U, Door, D, D, D, L, L, Door, U, U, Get Machine Gun, D, D, Door, U, U, U, Hit Switch On Wall With Exploding Arrows, Door. You have completed Level One.

Level 2

From the start R, R, U, U, Set Bomb, R, R, U, U, Set Bomb, L, L, L, L, L, L, L, L, L, L, L, D, Set Bomb, U, R, R, Blast Door And Go Through, R, U, Set Bomb, R, R, R, R, R, R, U, Set Bomb, L, L, U, Get Medikit, U, R, Blast Door And Go Through, L, L, L, L, L, L, L, L, L, U, Set Bomb, U, U, R, R, R, Set Bomb, R, R, R, Get Medikit, R, D, D, Get Medikit, R, R, R, Blast Door And Go Through, Set Bomb, L, walk up to the chopper to complete Level Two.

RENEGADE

(The Hit Squad)
These tips first appeared in Issue 37, and were sent in by David Pocock **from Surrey.**

Level One

This level isn't very hard and can indeed be completed by moving to the left of the tube station until you meet a wall. Stay there and let the baddies come to you, you can smash them into the ground. The boss at the end of the level is easily beaten by using high kicks repeatedly, or just punching him (which takes longer).

Level Two

At the beginning of this level motorbikes come zooming out from both sides of the screen. The best way to take these out is by performing a well-timed high kick. No other move is needed as it will result in a fall. Now move straight to the right of the sea front where you'll find another wall. Stand at the wall and let the baddies move in, this allows you to beat them up. The boss at the end of this level can't be punched, so use high kicks but beware of his roundhouse kicks.

Level Three

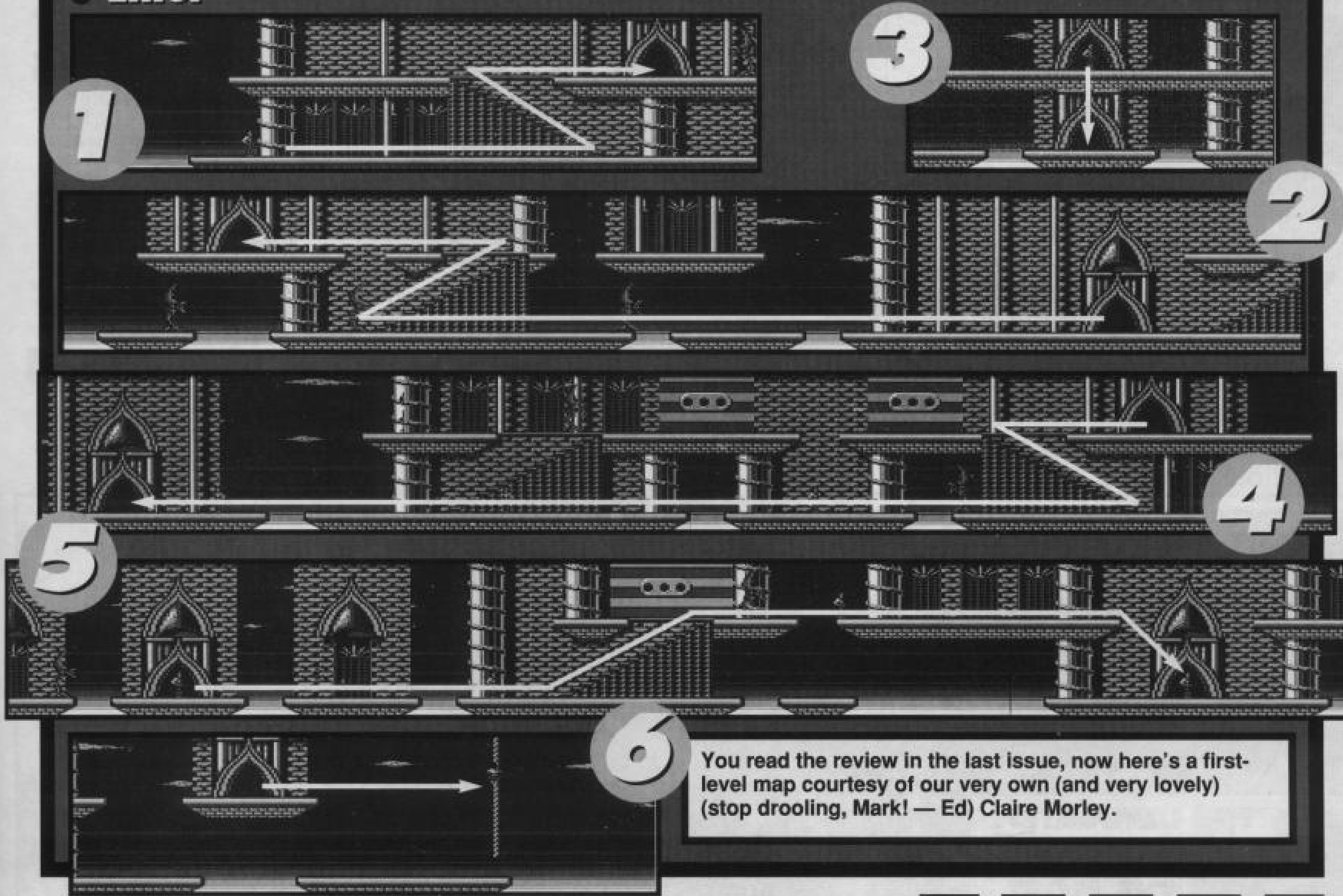
Move straight to the right of this grotty street scene until you find another wall. Again let the baddies move in, then give 'em the business end of yer fist. Remember that time soon ticks down on this level, so take the baddies out quickly, especially the coloured women. Now comes Big Bertha, one of the toughest bosses to beat. But the way to do it is to run away from her, and as she legs towards you let rip with a well-timed high flying kick. Do this repeatedly until she is dead.

Level Four

This is a very tricky level as there are plenty of skinheads armed with knives, and it only takes one stab to kill you. The best method

THE NEVERENDING STORY II

Linel



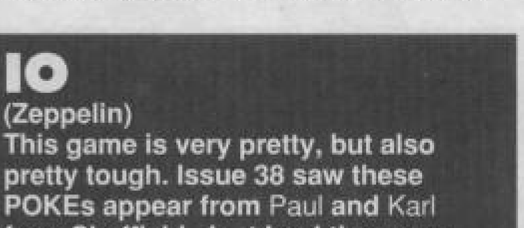
You read the review in the last issue, now here's a first-level map courtesy of our very own (and very lovely) (stop drooling, Mark! — Ed) Claire Morley.

of skinhead removal is keep on the move and high-kick when the opportunity arises. This will deck them, this should be followed up by bending down and smashing them in the face. There are seven or eight skinheads on this level, but they only attack in groups of three. There's no boss at the end of this level as you move straight into the final building.

IO

(Zeppelin)
This game is very pretty, but also pretty tough. Issue 38 saw these POKEs appear from Paul **and** Karl **from Sheffield. Just load the game and reset the computer so you can enter…**

POKE 25117,254 (RETURN) For infinite lives
POKE 24932,2 (RETURN)
POKE 24964,2 (RETURN) To start with all weapons



Level Five

This level starts with the final boss shooting at you, and four skinhead bodyguards trying to bounce you around the room. The boss tries to blow you away when you're in his line of fire, so dodge around and take the skinheads out first with a high kick and face smash combination. When all the skins are dead, walk up to the boss at a diagonal slant and punch him. Stand directly over him so that when he arises you can hit him again and again until he expires.

BATALYX

(Megatape 25)
Here's a DATA line for WAZ P's Megatape multihack that provides infy lives.

```
10 DATA 169,173,141,140,074
```

MIDNIGHT RESISTANCE

(The Hit Squad)
First printed in Issue 68 these *Midnight Resistance* tips were sent in by Tim Jelves **from Leicester.**

First off, type in SIAMESE on the title screen for infy lives.

General tips

The three-way weapon's the best for most of the levels, if you lose it just get another from the armoury.

Keep moving and jump the big bullets fired from the tanks at the last moment.

Use ammo sparingly as it's not very nice to have your supergun run out of bullets on the end-of-level bad guy. Top up your ammo to 999 when it drops below 500 or so.

The homing missiles are an essential

MINDTRAP

(Mastertronic)
Type in the following listing and RUN it, press play on the tape to load the game with infy time and moves.

```
0 REM MINDTRAP HAX (C) WAZ 1992
1 REM GET 'CRAWDADDY' BY DARLING BUDS!
2 FOR WA=384 TO 415: READZ: C=C+Z: POKE WA,Z: NEXT
3 IF C< >3135 THEN PRINT "ERROR!": END
4 POKE 157,128: SYS 384
5 DATA 032,086,245,169,076,141,096,003
6 DATA 169,152,141,097,003,169,001,141
7 DATA 098, 003,076,081,003,087,065,090
8 DATA 169,000,141,219,021,108,253,000
```

ZAP! 64

MAIL ORDER

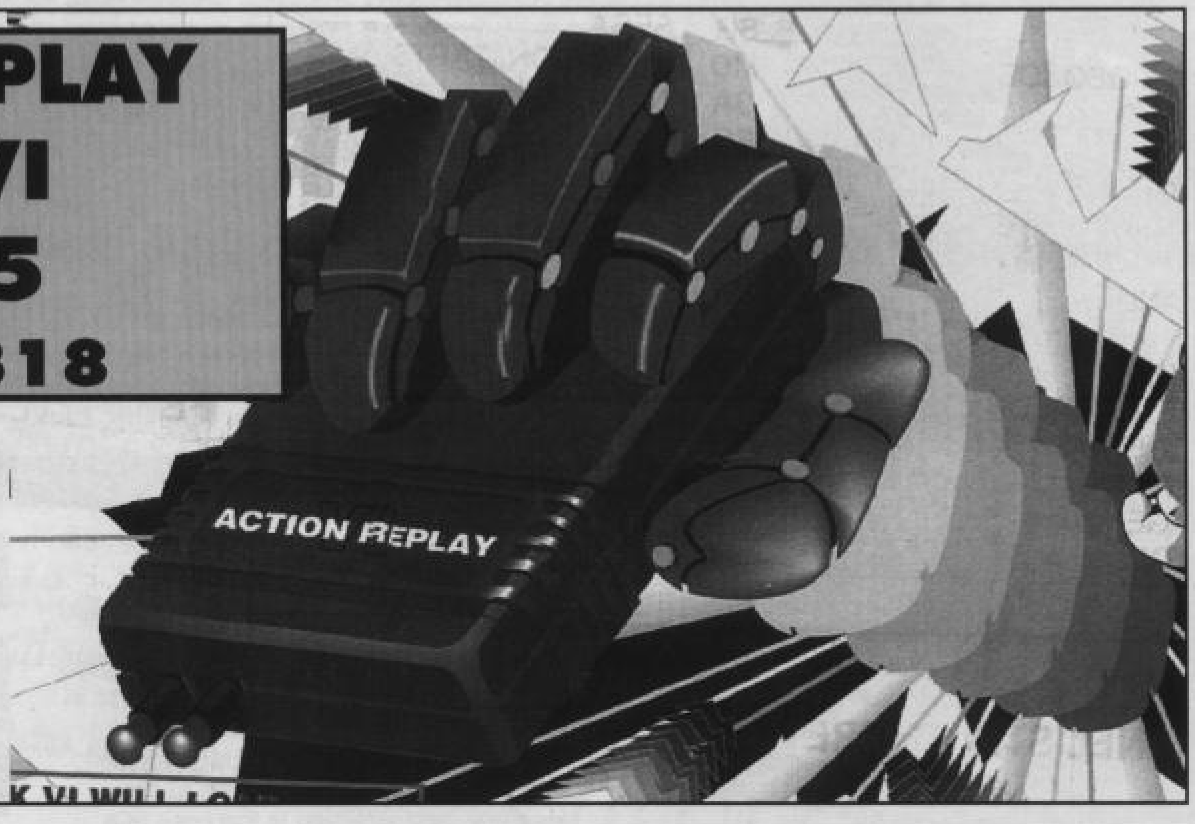
TRUST US - ALL PRICES INCLUDE POSTAGE, PACKING AND VAT. NO HIDDEN EXTRAS

ACTION REPLAY MARK VI

£34.95

REF NO: 6318

THE ULTIMATE CARTRIDGE COMES OF AGE, THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED WITH UTILITY CARTRIDGE EVER CONCEIVED





Trojan Phazer gun opens a whole new phase of computer entertainment. This advanced light phazer presents a challenge of skill and acuracy for C64 users of all ages.

Price: £22.95
Ref no: 6203

Also includes six games

Operation Wolf
Gunslinger,
Cosmic Storm
Ghost Town
Baby Blues
Goose Busters



ADVENTURE GAMERS MANUAL £12.95
REF NO: 6319

purchase for large end-of-level targets.

Level One

Jump onto the front of the jeep and collect the keys. Once the jeep stops, shoot the blue gunners starting with the bottom one (dodging down into the gaps to avoid any stray bullets from the top gunner) and move along until you reach the tank. Retreat to an inch or so away from the left edge of the screen when the tank draws near and keep pumping bullets into it. Jump the bullets using the tactics described above, and dodge the grenade it lobs out after its death. Climb halfway up the ladder and shoot the lone gunner on the right of the top of the ladder and enter the armoury.

Buy the following (in order of priority):
Three-Way
Fire
Extra Ammo

Level Two

Get on the tank and deal with him as you did in Level One (watch out for the guards on the top platform). Continue until you come to a ledge with a ladder leading down and a gunner next to it. Jump onto the ledge and lie down to shoot the gunner without getting hit. Blast the hatch and go down. Be careful here as the vents are narrow, leaving no room to stand up.

There are gunners below, the guards that appear from the left and right are faster moving than you and very quick to come back if shot. If you die, try to pick up your superweapon again if it doesn't fall too far away. Once through, drop down onto the platforms and take out the top right gunner first, then the middle gunner one platform below, and then the other two.

Drop down onto the conveyor belt and blast it. Fire is the best weapon for this, and once the last belt is destroyed drop down and quickly move to the bottom left under the missile-firing tank. Aim up at the tank and fire away without danger, avoiding any grenades the tank might throw at you upon death. Then blast the hatch, climb down the ladder, killing the gunner below from the safety of the ladder, and then head right to the armoury.

Buy:
Homing Missiles
Fire
Extra Ammunition

Level Three

Kill the first guard and quickly climb the slope and jump up near to the laser-firing machine using three-way, or fire at close range to kill it. Don't bother with homing missiles. Try to keep some three-way bullets back for the circular saws at the end of the level. Crawl to the right to avoid the gunners and jump up onto the lifts. Once on the lifts, use the homing missiles to help blow away the jetpackers. Any that survive can be blasted with three-way or fire.

Try to avoid running onto platforms as they're rising, in case you mistime the jump and fall to your death far below. Use (in order of destructive power) the fire or three-way to destroy the circular saws as they come down from left to right. When they've gone, kill the massive saw that starts on the left and moves to the right. Then concentrate on the control-centre eye. To kill it just stay in the middle and fire up, dodging the tiny bullets at the last second. From here move right to complete the level.

Buy:
Extra Life
Shower
Super Charge
Fire
Extra Ammunition

Level Four

Things are hard here with tanks moving up from behind and guards sneaking up from below your line of fire. Keep moving along the level, blasting guards that get too close and jumping over those you miss. Stop to kill the tanks using the usual 'tank busting' method.

Once you get to the planes, move over to the right-hand side and fire like mad towards the rightward moving jets and fire up to hit the leftward moving jets. Dodge missiles falling from on high and hope that you avoid the low ones. Walk right to complete the level.

Buy:
Extra Life
Super Charge
Extra Ammo

WWF WRESTLEMANIA

(Ocean)

Here are some general *WWF* tips for all you closet grapplers, unfortunately I lost the name of the sender (plonker — Man Ed). But they know who they are, so thanks dude.

Selecting your wrestler

Most people go for The Hulkster, but it doesn't really matter as all three wrestlers are equal in strength and moves.

General tips

The best strategy is to cheat and use an autofire stick, as it helps you to get up quicker when pinned.

If you get into a grapple (shouldn't that be when?), the best thing to do is lose it. If you get caught in endless grapples wait until you're lying on the ground, and waggle the joystick like a madman (don't hit the fire button). Your wrestler gets up automatically, and providing you waggle hard enough (huff huff), your guy performs his special move.

If you feel particularly mean, try luring your opponent over to the corner post (but not too near), then knock him to the ground (har har). To add insult to injury, climb the post and jump on him. Try this when he's low on energy — he's slower getting up and so there's less chance of you missing.

When your opponent starts running, get in front of him and hit the fire button as he gets near. Beware though, he may hit you with a flying knee. Alternatively just say 'screw it' and hit yer opponent with a flying knee for the hell of it.

When pinned down try to get up as soon as possible, if you can, throw your opponent off and then stamp on his head.

When you're outside the ring, keep your eye on the 20-second time limit. If you're caught outside the ring after 20 seconds you lose a credit.

If you're fast on the fire button (autofire is handy) you can rapidly punch your opponent into next week.

If your opponent's standing right in front of you, run at him and bowl him over (it serves the git right).

If you're running and want to stop in a hurry, don't sweat ,just hit the fire button.

Be careful when attempting to stamp your opponent's head into the canvas, he may leap up and decide to force a grappling match. But only attempt to pin the other guy to the deck if his energy meter is nearing zero.

If you attempt your special move but fail, press the fire button straight afterwards. You'll be able to stamp on the swine — well it's better than nothing.

TURBO CHARGE

(System 3)
The game has been out for a while, but these are the first tips I've received. Thanks go to E Nicholson from Glasgow for his/her help.

Level 1-1. No problemo here. Take it easy (with a Cadbury's Caramel?), concentrate on knocking everything off the road. Try not to lose too much energy in silly crashes.
Level 1-2. This is easy peasy (even I can do it), nothing much gets in your way. A few turbos should see you on the bumper of the head baddie, and a couple of missiles up his exhaust pipe should pull him over.
Level 2-1. Again destroy all in your path, however damage is now more of a problem. So as you go through the level, make a note of which vehicles let you pass and which try to batter you off the road (people like Phil).
Level 2-2. The guy you have to stop here is in a pink Cadillac (cue a blast of the old Rose Royce song), but watch out for the barriers. Also be prepared for heavy strafing by aircraft, but after despatching several green vans and then red sports cars the Caddy is in sight. Four missiles later, he's history.
Level 3-1. Things are now getting tougher, enemy cars are hitting back and the drivers are a bunch of loonies. If you aren't careful you'll leave this level with a lot of damage, so get them before they get you.
Level 3-2. Three waves of enemy come at you here, all of them from the opposite direction. Firstly grey sports cars, then a group of MAC trucks (where's me Yorkie?) and finally a gaggle of Ferraris. You then have a lazy drive through a pack of police jam jars, now dispose of the head honcho's car with a few whizzing explosives (missiles you fool).
Level 4-1. Green Caddies are out with a few pals to make your life a complete misery here. The Caddies take a lot of hits to destroy, but they are too low to shoot at close range. So drop back a way and take pot shots at them from a distance. Also watch out for oil tankers whose rafters open up to reveal a group of gun-toting thugs (this is most heinous, dude).
Level 4-2. This level is major hassle, a network of tunnels and a variety of bad guys try to stamp your card. Follow the traffic until you reach some red vans. Not far past these is the leader in his blue Caddy, he's a tough son of a gun but give him all you've got and he'll eventually submit.
Level 5-1. More green Caddies and a lot of hard-to-kill muthas who'll give you a good run for your money. Use your turbos wisely and keep your trigger finger ready.
Level 5-2. A wave of Ferrari F-40s start off the last level (flash gits), followed closely by police cars and another wave of F-40s. This is only the start 'coz loadsa energy is lost in head-on collisions with vehicles and strafing by planes. Keep your missiles for the end-of-game baddie, 'coz you'll need everything you've got to stop him. That done, just sit back and watch the most outstanding end sequence.

Level Five

Not too many problems, just watch out for the Blue Thunder lookalike helicopter. Fall down from the ledge and use the three-way to destroy the chopper. Destroy the top and bottom of the electricity sparks and run across and jump the large gap and go down the ladder. Destroy the top and bottom electricity generators and then kill the 'Electric-Man' . Go up the ladder, take out the gunner and compete the level.

Buy:
Barrier
Extra Ammo

Level Six

Keep walking to the right until the floor drops away and the circular saws come on-screen again. Destroy the biggest first, crawling along the ground when the saws are overhead, and standing upright to fire at long range. Keep going down after destroying each saw. When you reach the bottom have a sob at the sad intermission (sniffle, parp), and following this, complete the level.

Buy:
Three-Way
Super Charge
Extra Ammo

THE NEW ZEALAND STORY

(The Hit Squad)
The sender of Issue 57's *The New Zealand Story* tips is anonymous. I suspect that it was Ocean themselves who provided them though.

Chirpy cheats

There are two cheats for the C64 version, the first is a cheat common to many Ocean cassette-based games. Play normally right up to round 1-4 and get killed by the whale. The on-screen prompt will tell you to reload side two. DON'T!, just keep the C2N on PLAY and you'll soon see round five.

The second cheat isn't quite as reliable, but it works so who's complaining? When the game is loaded and the music warbles away to itself, just press SHIFT LOCK and hold down the keys R,T,Y,G,H,V,B and N. If it doesn't work first time, try holding M or C along with all the rest. It does work, eventually (honest).

Once the cheat is activated the border will go grey and you can start the game safe in the knowledge that you have infinite Kiwis. Not only that but you can also jump to the next screen at any time by holding down * and the (right) SHIFT button and SPACE. Either this or holding down CTRL and backspace will do the trick. You don't get to miss the end-world nasties either (whether this is a good thing or not is debatable). Unfortunately you have to kill them to progress, but by using the following tips you will win.

End-of-level nasties

Round 1-4 The Whale
Stay back and keep firing (aim toward the lower half of the whale). Watch for any snowflakes that fly out at a high angle from old blubber face and dodge them. Eventually you'll get him and it's off to World Two.

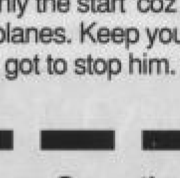
Round 2-4 The Octopus
The octopus isn't too difficult if you stay back and use the steps to leap out of the way of the bats (bats, who's bats?). Just aim for the small nozzle in its front and keep firing. You can line up the nozzle from one of the higher steps if you're lucky, but the Octopus doesn't stay still for very long.

Round 3-4 The Stone Doll Statue (well, that's what it looks like to me tosh)
For this weird Boss just stay at the bottom and jump up between salvos of rockets. Don't leap too high as the collision detection is a tad in favour of the baddie. But keep firing at its middle and you will soon be victorious.

Round 4-4 The Pirate Ship
This World doesn't contain one specific end-of-level guardian but is full of danger nonetheless, with a Pirate Ship and a Kiwi to be found deep in its bowels. The stage before ends at a wall. Just walk up to it and you're faced with one hell of a tough level. If you're using the cheat mode just keep losing lives and using the temporary invulnerability to gain precious yards, and thus get nearer to the captured Kiwi.

Round 5-4 Wally Walrus
Hanmer Springs on chilly Mt Cook is the final setting for the game, and all other levels pale into insignificance against this one. DON'T attempt to get through this level as you're taken back to the start EVERY time you die. Only masochists dare persevere with this mutha. To defeat Wally try to keep about an inch away from him and lined up with the bottom edge of the balloon (where it connects with Wally's bonce).

You'll know where to stay by watching the loop of the balls he fires (I'm not saying a word). To kill Wally keep firing at the balloon. Watch out though, Wally often moves forward, so be prepared to move back quickly. Finish the game and a page of text follows as your reward. And most barf-inducing it is too.



It's been another one of those months. Hardly any tips stuff has reached me, so again I've had to dig around in the old issues of ZZAP! for usable hacks, tips etc. For this reason no-one wins the £40 software prize. Well, Claire would have won it for her screenshot map, but that would have been seen as favouritism (plus the fact that Europress employees ain't allowed to win). Even Waz P has been very quiet his month, a blessing for some of you who have been moaning about the amount of his stuff usually included. It's been a funny old month in the office, after being attacked by Lucy, and her dark persona Miss Whiplash, Scorelord has decided to bugger off back to his home planet. I've decided to keep my head down for a while, so please send in your tips, maps etc to the usual address: *Europress Impact, IT'S CORKY, ZZAP!, Ludlow, Shropshire SY8 1JW. 'I totally loogied on that good dead me.'*

500,000 COMPUTER GAMES

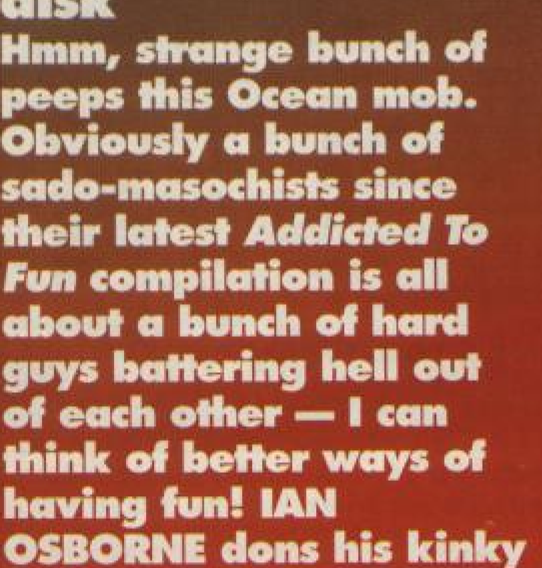
Mega Mix

Addicted to Fun

THE NINJA COLLECTION

● Ocean, £9.99 cassette, £15.99 disk

Hmm, strange bunch of peeps this Ocean mob. Obviously a bunch of sado-masochists since their latest *Addicted To Fun* compilation is all about a bunch of hard guys battering hell out of each other — I can think of better ways of having fun! IAN OSBORNE dons his kinky leather gear and investigates further...



Double Dragon

● The compilation couldn't have got off to a worse start — the C64 conversion of this arcade classic is a pile of doggy doo-doos.

The tiny sprites are crudely drawn and flicker hideously. The multiload's mind-numbingly slow, and coin-op features such as the pit into which careless characters fall and the large enemies that burst through walls are all conspicuous by their absence.

Why Ocean bought the rights to this piece of drivel is beyond me. *Double Dragon* is the sort of game you want to swap with a friend the day after you bought it. If I were you I'd check out *Target Renegade* instead.

18%

Shadow Warriors

● *Shadow Warriors* is better (it could hardly be worse!), but's still not much cop. The plot's basically a Hollywood martial-arts-movie cliché, with a clandestine organisation



teaching a secret art to a bunch of hard nuts who save the world without anyone ever knowing. And how do they do it? By bashing hell out of all and sundry, of course!

With a game this average it's difficult to find anything to say. The backgrounds are pretty good, sprite masking strict but accurate, reasonable graphics and sound, etc — it's nothing disastrous, but nothing to write home about! *Shadow Warriors* is OK but by no means great.

59%

Dragon Ninja

● Now this is more like it! Another street-level beat-'em-up in which the good guys (ie you) wander around battering the baddies (ie everyone else) in an ongoing quest to rescue the president of the US of A. Personally, I'd let the bad guys keep him and pour myself a cup of tea instead, but then I don't suppose that'd make a good computer game.

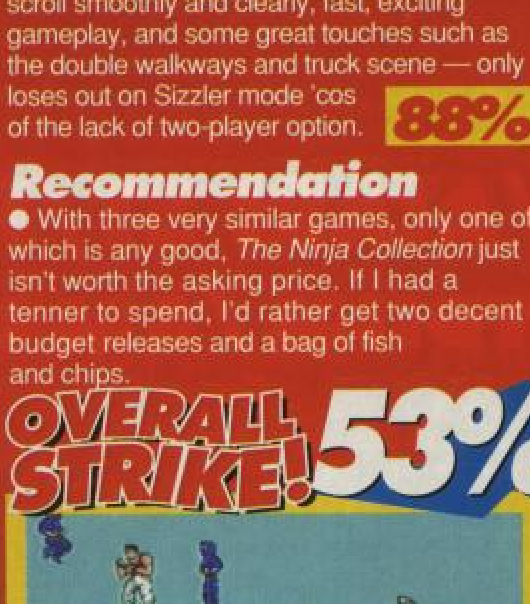
Easily the best game on the compilation, *Dragon Ninja* features great sprites which scroll smoothly and clearly, fast, exciting gameplay, and some great touches such as the double walkways and truck scene — only loses out on Sizzler mode 'cos of the lack of two-player option.

88%

Recommendation

● With three very similar games, only one of which is any good, *The Ninja Collection* just isn't worth the asking price. If I had a tenner to spend, I'd rather get two decent budget releases and a bag of fish and chips.

OVERALL STRIKE! 53%



TNT II — DOUBLE DYNAMITE

● Domark, £12.99 cassette, £15.99 disk

Domark have emptied their chamber pots into a cardboard box and called it *TNT II — Double Dynamite*. The title is well chosen — this compilation should be 'dynamited' in 'double' quick time. IAN OSBORNE's the man with the touch paper...

Skull And Crossbones

● Shiver me timbers ye hearties, hoist the Jolly Roger with a yo ho ho and a bottle of rum (if you're that way inclined — Ed). The compilation kicks off with *Skull And Crossbones*, a game that scored 81% in Issue 73. But is it still worth your pieces of eight?

Phil and Stu deserve a black spot for giving such a high mark to this load of tosh (fancy walking the plank? — Ed). It's just a button-basher, with no skill or tactics whatsoever! Stand in front of a baddie, keep hitting the fire button until he dies, find the next baddie, stand in front of him, etc, etc. If he approaches from behind, you have to swing your sword backwards — you can't turn round and face him!

The sprites are fairly well drawn and look the part when fighting, but the backgrounds are disgusting! Blocky, unimaginative, and the pukey colour scheme has you searching out those Blues Brothers sun-glasses you bought



on holiday last year, just before they went out of fashion.

Skull And Crossbones's slow, boring gameplay makes you want to throw your C64 overboard. Arguably one of the better games on *TNT II*, but only 'cos the rest are so dire!

58%



Hydra

● It's the 21st century, and the world leaders seem to have lost their marbles! Not only have they allowed a terrorist called The Shadow to take control of the skies and seas, but when an important package needs transporting through territory held by the baddies who do you think they send? An army? A fleet of warships with a fighter escort? Postman Pat? No, just you! Either the package wasn't so important after all, or your boss found out about the incident with his wife, a garden hose, and the jelly baby at last year's Christmas party and wants you killed!

Unfortunately the game's just as bad as the plot, but you won't be laughing. Although set on a river, no attempt has been made to create a water effect — it's just like playing *Roadblasters* on a blue track! The graphics are awful — the river is just a solid strip of blue, the scenery blocky and boring, and the sprites are so poorly defined it's hard to tell the baddies from the power-ups! Also the game is cursed by a horrific multiload that has you returning to your tape deck every few minutes — even presentation screens are multiloaded!

40%

Badlands

● Corky said if you remove the word 'lands' from the title, you get a fair description of the game. Me, I'm not so sure.

A multi-player overhead-view racing game, *Badlands* is basically a *Super Sprint* clone, even down to the spanner power-ups. The only attempt at updating gameplay is the car-mounted cannons to temporarily slow down opponents.

Control is via standard left/right rotation, with the fire button as an accelerator. This is always awkward until you get the hang of it, though *Badlands* handles far better than many *Super Sprint* variants.

The game lets itself down badly in the graphics department though — dull, boring backgrounds and poorly defined sprites. The sound is nothing to write home about either.



Badlands pales next to the brilliant *Iron Man*, but isn't *too* disastrous. The 41% scored in Issue 68 seems harsh.

60%

STUN Runner

● Is this the worst coin-op conversion ever? It was great in the arcades, with sooo much character and atmosphere! Trouble was, it featured one of those space-consuming sit-on cabinets, so few arcades bothered to stock it.



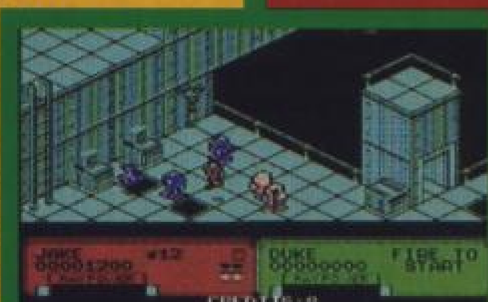
The C64 version is a disaster. The main sprite looks like a curling stone with water wings, and the tunnel effects give no feeling of speed, or even movement — the screen looks more like a backdrop from a badly filmed Sixties rock concert than a computer game. Playing it for more than a few minutes makes you feel physically sick.

STUN Runner is a dire game that should never have re-emerged on compilation. Scoring an overgenerous 48% in Issue 70, the only consolation for C64 owners is the Speccy version was even worse!

30%

Escape from the Planet of the Robot Monsters

● With its B-movie plot and ridiculously long title, *Escape* is one weird game. The reptilions have invaded 'Synthetic Industrial Planetoid X' and enslaved the human inhabitants, forcing them to build robots for the planned invasion of earth. Your task is to shoot them and rescue the humans.



An eight-way movement shoot-'em-up in the *Commando* mould, *Escape* plays fairly well. The small sprites are suited to the gameplay, even if some of the robots do look like the Weetabix Proper Breakfast Crew.

Scoring 68% in Issue 62, the gameplay has really dated since then. It's well executed but too samey to hold your attention for long.

50%

Recommendation

TNT II comes highly recommended to programmers who want an example of how not to write computer games! Ordinary gameplayers should avoid it.

OVERALL STRIKE! 40%

Compilationz! Champions

● Krisalis, £11.99 cassette, £15.99 disk

Champions, eh? Who are they kidding? A more accurate title would have been 'One Champion and Two Fillers', but I don't suppose that would sell too well. IAN OSBORNE's the man with the putty...

Jahangir Khan World Championship Squash



● Who says squash is just a game played by men with rubber balls? It's one of the most knackering indoor sports ever, which is why most of the mind-numbingly unfit ZZAP! crew prefer the armchair version!

Computer squash has come on a long way since the days of black-and-white overhead perspective games where the players were just straight lines. *Jahangir* features realistic sprites competing on a 3-D court, using a realistic interpretation of the rules of squash.

The players don't move very fast (obviously based on the ZZAP! crew), making the game a little tricky at first, but once you've learned to predict where the next shot will land you'll soon be OK. Beyond this, though, it offers little in the way of tactics or depth — perhaps no squash sim ever will.

All the usual league and cup options are there, as are options to change the type of ball. There is also a really great system of improvement, by which you

get to add to your ratings score in one of six categories every time you win — the more you play, the better you get.

Jahangir Khan World Championship Squash won't be to everyone's cup of char, and it certainly isn't mine, but is a very playable sim lifted out of the hum-drum by a great roleplaying element that comes as quite a surprise!(evenif you prefer juice to squash!).

79%



Manchester United

● Manchester United beat my own team (Aston Villa) in the league last week, so I'm going to slag off this game without loading it! (You're fired! — Ed.) On second thoughts, better not...

Man United is a brave attempt at mixing management and arcade elements within the same game, something never attempted before or since on the 64. Original as it is, though, it's not really up to first division standard — multiloading between arcade and management sections avoids loss of depth, but poor arcade gameplay destroys overall playability, making the 67% it scored in Issue 65 seem a little generous.

The management bit is icon driven, (hurrah), and features all the usual options such as team training, injuries, suspensions, the transfer market, etc — fans of this genre will find it immediately to their liking. The problems start in earnest when you load up the matchplay section. The computer-controlled players run around like headless chickens (like Phil running after the meat lorry) and never attempt a tackle, so as soon as you get possession you just run at goal! Not that it does you much good — the goalkeepers are so irritatingly agile it's almost impossible for either team to score, so most matches end nil–nil.

A management/arcade hybrid such as this could only really work if both sections were of a reasonably high standard. Though the management section is championship material, the arcade game is strictly third division, and ruins the management element by producing an endless stream of goalless draws. A brave attempt, but ruined by poor execution.(just like Man. Utd. in real life, eh?)

59%

4 Most Balls, Boots

● Alternative, £3.99 cassette

Wayhay, another budget compilation, this time featuring sports sims. All you roughie-toughie types can put the boot in at your leisure and even improve your footie skills. IAN OSBORNE's needs a good kickin' so he got to do the review...

The Double

● Scoring an amazing 17% in Issue 23, this is the sort of management sim that's best forgotten. Running ridiculously slowly, the main challenge lies in staying awake long enough to finish it! Having gone through the tedious process of selecting your team, you sit and wait while the computer selects the other 63, taking a few seconds for each — exciting stuff isn't it?

The game is menu driven, and the overall standard of presentation is good, but why they had to use the cursor keys for highlighting options I'll never know.

The animated graphics are a travesty — featuring user-defined sprites and piddle-poor animation; you have to sit through fifteen minutes of screen flicker before getting a result. You can skip the match and go straight to the results table, of course, but even then they take ten seconds each to appear! Okay if you want to make a cuppa while it processes!) Even on a budget compilation, *The Double* is a complete waste of space. You'll never load it twice, and probably won't play it for long first time round (So naaaa! to you lot — Man Ed).

10%

Australian Rules Football

● Another disaster! No-one at ZZAP! Towers can make head nor tail of it —





and all the other guff associated with management sims. The icon-driven selection system is fair, though I would have preferred a free-moving pointer instead of one that toggles. The menu options are well set out, but they run slower than the count in the Tyson/Douglas fight, making the game tedious in the extreme!

Where the game really loses out is in the fights themselves — there are no animated graphics, just scrolling match commentary! Luckily you don't have to watch, but *World Champion Boxing Manager* is still as boring as hell. Management fanatics might get their money's worth, but even then I doubt it — you'd have more fun being shot after the fight!

49%

World Championship Boxing Manager



● Remember Sugar Ray Leonard's title defence against Roberto Duran a couple of years ago, the one where they plodded round the ring, hardly bothering to hit each other? Remember how half the crowd walked out in disgust, and the other half chanted obscenities to relieve the boredom? Well *World Champion Boxing Manager* is just like that!

You control up to five boxers, running their training schedules, arranging fights,

Recommendation

Champions is a poor compilation, with only one game worth having and even this has limited appeal. If you really want a copy of *Jahangir Khan World Championship Squash*, buy it elsewhere. The other two games are barely worth the tape they're recorded on.

OVERALL STRIKE! 50%

ts and Brains

the player sprites seem to run around at random, while you try to guess which one's got the ball! The middle section of the pitch is viewed from above, but instead of scrolling up or down when you move, the perspective suddenly changes to a 3-D view of the goal. What you're supposed to do then is anyone's guess (shoot possibly? — Ed).

An obscure sport which no-one understands (I like it — Ed) inspires a crap game which no-one can play.

29%

Soccer Challenge

● Ah, now this is more like it! Football sims are ten-a-penny, but this is the first football training sim I've ever seen — full marks for originality!

After choosing your strip and skill level, you're given a choice of four individual skills to practice. You must reach a satisfactory standard in each before going on to the assault course, a gruelling challenge, testing all four skills.

Unlike many multi-event games, *Soccer Challenge* offers a variety of gameplay — to tackle, get to the opponent's ball without touching the player; the penalty event is a waggler; the passing, rotate and fire, etc. This gives the game lots of appeal, though it's not very difficult — question marks remain over lastability.

All in all *Soccer Challenge* is a solid, well-executed game. Not enough depth to stand on its own, but a boon to any budget compilation.

29%



Rugby Boss

● Oh no! It's another blinkin' management game! Endless screenfuls of text, boring team selection, etc, etc. This time it's a Rugby League team you control, but it doesn't really make any difference — the only way you can tell is through the team names.



Featuring no graphics whatsoever outside the presentation screen, the game's controlled by endlessly prodding the keyboard on cue. When you play a game, you're forced to sit and stare at the timer, only interrupted by the odd prompt when someone scores, and the whole thing is so SLOW!!!

If you don't like management sims, this one won't win you over. If you do, I'm sure you can find one better than this! Crap game! Sorry but that's the way it is!

37%

Recommendation

Basically I've got to put the 'Boot' in 'cos it's a load of 'Balls' which no-one with 'Brains' would buy.

OVERALL STRIKE! 31%

Space Gun

Most of you have seen the movies *Alien* and *Aliens* where huge nightmarish creatures ripped the shite out of all and sundry and burst out of peoples chests (bleurgh). The creatures in Ocean's *Space Gun* ain't much better, but MARK 'WHUP ALIEN ASS' CASWELL is on hand with a 10mm Pulse Rifle, a clean pair of undies and a copy of 'Huge Guns And Xenophobes Monthly'...

● Ocean £14.99 cart

SIZZLER



● Blast those suckers or they'll bleed you dry, and that big greenie'll maul you with his big arms.

We might think people who claim to see little green men are one marble short of a bagful. But this game just goes to prove that certain members of the ZZAP! office (no names mentioned, how's it going Ian?) aren't the ugliest creatures in the universe.

Space Gun is set in the year 2039, and is a one or two player game where you become a hard-assed Colonial Marine for the day. Y'see there's this bunch of nasty buggy-eye aliens (Lucy's relatives?) (bog off Rat fink — Lucy) who want to enslave the human race. And it's your job to stop 'em matey (and you're welcome to it — Ed).

Dinner is served

The first part of your mission is to rescue a bunch of civilians from an orbiting space station. They were minding their own business when the bug-eyed beasties attacked, but now they're din-dins unless you help.

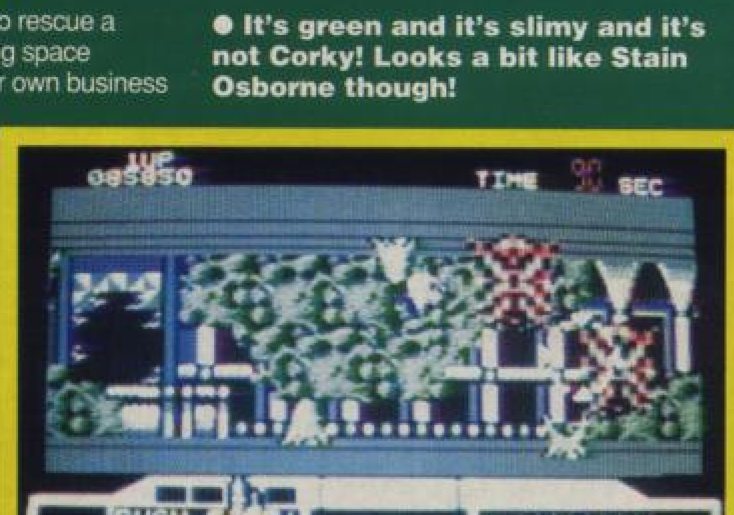
At least one hostage must be saved in each section, against a vicious time limit. If you screw up and torch the lot of them it's goodnight universe, and game over. But for rescuing all the humans in each section you're awarded an extra credit (you start the game with three).

The game's viewed through the eyes of the character and scrolls both horizontally and vertically (no, not at the same time you twit). But the aliens ain't going to let you take away their dinner so easily. Very soon several thousand pounds of alien warrior is trying to rip your goddamn head off.

So now's a good time to press the fire button… hold on, you've got to aim the gun first. An on-screen free-floating cursor pinpoints the direction of your bullets, so let rip (luckily ammo's unlimited).

Who's next for a cordite sandwich?

The best tactic's to shoot at anything whether it moves or not, 'cos there are handy icons



● It's green and it's slimy and it's not Corky! Looks a bit like Stain Osborne though!

Phil!



● Aliens, don't ya just love to hate 'em? There's nothing like a good xenophobic blast; perhaps that's why *Space Gun* is much more fun than its old military counterpart, *Op Wolf*. Walking down claustrophobic corridors, not knowing what's going to leap out at you next, is dead spooky.

The aliens are big scary buggers too (a bit like Corky!), popping out to maul you with their ugly claws and suckers — urrrghhhh! Unfortunately you can't blast their arms off like in the coin-op but it's still very satisfying to pump them with so much ammo they explode. You can't afford to just hammer the fire button, though, as there are those hostages to rescue, and your gun recharge rate is rapidly reduced — ha, that'll beat those autofire cheats!

The classic blasting gameplay is instantly addictive, combining with truly grotesque graphics to make a creepy, compulsive cart. *Space Gun* reaches out and grabs you by the throat — it's a bit like Lucy near our deadline, really!

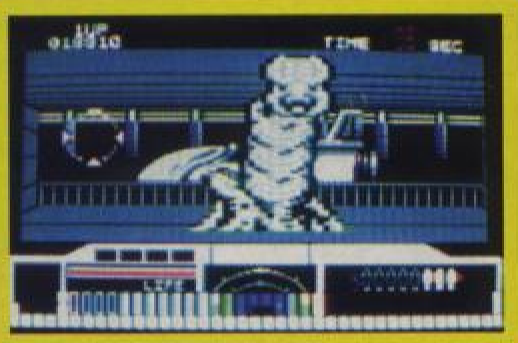
94%



● Out on the planet's surface with the aliens now hiding behind rocks. Blast the crap out of 'em and you can go home for tea!

waiting to be discovered. These include bombs, a flame thrower, grenades, a freeze gun and extra energy. So you do at least have a fighting chance (if you believe that, you'll believe anything).

'The creatures rip you to shreds without mercy'



As you battle with the bug-eyed hordes your obligatory energy level plummets floorwards (closely followed by you). There are two main types of critters, big fat barsts who try to bite or slash you with their claws (anyone for a manicure?). And smaller Alien-esque 'face hugger' creatures, who cling to your face every chance they get (yuck).

Once a huge end-of-level guardian has been blasted to hell and back, it's down to the surface of the nearest planet in your little shuttle craft.

Here you zoom along a vertically scrolling screen, blasting the crap out of attacking meanies… and saving hostages of course (you really are a vicious git). You then blast your way through the two levels of a colonial base, before returning to your shuttle. But the game isn't quite over yet, because in the last level, the monstrosities wait in the shuttle to ambush you from behind the sofa.

Let's play hide and seek with Mr Alien

Here you are facing the cockpit of the shuttle, the idea is to mangle the aliens without shooting up the cabin (a mega BOOOM! is the result of lead-riddled instrument panels). So there you have it, *Space Gun* is a blast-'em-up fan's dream come true.

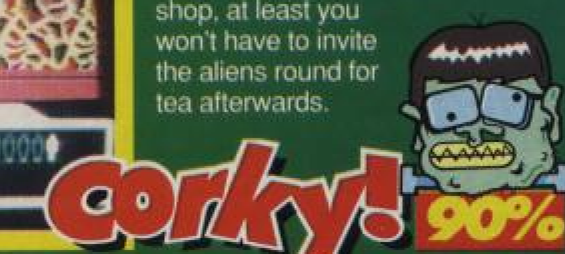
The creatures rip you to shreds without mercy (any mercy jokes will be repaid by a trip to loose tooth city), and for many games I had the stuffing kicked out of me (news of that will please Lucy).

Graphically the game's up to Images' high standards (smarm, grovel — I hope the cheque's in the post guys), with a great deal of angst generated when the brilliantly drawn and animated aliens leap out at your character (ah, so that's what the clean undies are for — Managing Ed).

So what are you waiting for, join the Colonial Marines today and save the universe. Or alternately buy *Space Gun* from your friendly neighbourhood computer shop, at least you won't have to invite the aliens round for tea afterwards.

● Hold your fire! DOn't shoot the hostages — if you don't save 'em, you're dead.





TEN (NOT VERY) INTERESTING FACTS ABOUT ALIENS

● 1. They burst out of people's chests and thus run up huge dry-cleaning bills.
● 2. They mutilate cattle to make their own hamburgers, better than the crap they put in a Big Mac.
● 3. Only the big and very ugly aliens appear before humans, this is because they enjoy scaring the shite out of them.
● 4. Aliens don't speak English, this is unfortunate because they've been asking for directions to **THAT** Welsh village that no-one can pronounce the name of for years.
● 5. If an alien walks up to you in the street and asks you to take him to your leader, don't worry it's quite normal behaviour. They might do a better job than the Conservative Party as well.
● 6. They become editors of comic books, ie The Mighty Tharg on 2000 AD.
● 7. Their favourite newspaper is the Sunday Sport, that's where they find news of their lost friends.
● 8. For ages aliens have been accused of abducting humans from the Bermuda Triangle. In fact they too have become lost trying to find that bloody Welsh village.
● 9. They enjoy flashing their spaceship lights, thus giving the Sunday Sport something to write about (apart from top-heavy birds flashing their knockers — Ed).
● 10. All of the alien spaceships are reported as cigar shaped. If this is a fact what shape are their cigars?

The guilty party

● **An Images Production**

TEST YOUR STRENGTH!

ZZAP!'s DING DONG! — SIZZLING! RINGING! ZINGING! FREEZING!

PRESENTATION
Handy two-player option and ace interlevel screens **92%**

GRAPHICS
Colourful backdrops, the aliens are animated superbly **92%**

SOUND
Moody soundtrack adds to the spooky atmosphere **88%**

HOOKABILITY
From the first alien attack Space Gun is xeno-phobic fun **93%**

LASTABILITY
You can't quit until the last bug-eyed monster is dead! **91%**

OVERALL STRIKE! 92%

PP Hamme
and his pneumatic weap

Handy things drills, ain't they matey-peeps? Nothing shuts people up as well as a good hole in the head. CLAIRE MORLEY's a bit of a closet driller killer so armed with her nice new pneumatics she dives into PP Hammer land...





● A bonus Legoland level (Above), and jumping to avoid deadly birds (Below).



There's some oddly named computer game stars in the C64's history — Jet Set Willy and Donkey Kong to name a couple. But there's nothing odd about PP Hammer who with his trusty pneumatic tool, drills around in this racey platform romp from Demonware.

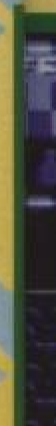
● PP cracks that big rock with his pneumatic tool. Then he can jump down and get that coin.



More hammers than a piano

● **1. West Ham Utd FC** — known affectionately as 'The Hammers', and not so affectionately (by their fans!) and completely and utterly crap.
● **2. Hammer House Of Horrors** — EuroPress HQ!
● **3. MC Hammer** — since dropped the MC, but not his flappy trousers.
● **4. Hammerhead shark** — infested waters where we send out Editor for swimming lessons.
● **5. Metal Hammer** — 'eadbanger mag!
● **6. Jan Hammer** — annoying music used by Miami Vice and TSB.
● **7. Sledge Hammer** — Psychopathic detective famous for sleeping with his gun!
● **8. Mike Hammer** — private detective played by Stacy Keach, who was jailed in Britain for possession of cocaine.
● **9. War Hammer** — Fantasy strategy game with orcs and dwarfs doing battle on your kitchen table!
● **10. Timmy Mallett** — famous for his 'Itsy Bitsy Teeny Weeny Yellow Polka Dot Bikini'; enuff said!





Mr PP Hammer is a dude with a mission (sounds like he needs a toilet to me — Man Ed). There's 70 levels of treasure and perils to explore and conquer in this platform extravaganza.

PP's powerful piece (the pneumatic drill, that is) really gives him an edge when it comes to searching the castles,

● Demonware, £11.23 cassette, £15.31 disk



● PP goes up and down more ladders than a fireman, and he's even got a yellow hat.

caverns, catacombs and caves. Use it to dig through rocks to uncover treasure and potions, and also to escape from bogey-men. Be careful as he's only got so much energy and time otherwise it's bye bye!

● Collect the right coloured key to open this gate. PP's got a pocketful of useful potions too.



There's loadsa hazards to watch out for — squidgy mud, slippery stones, trapdoors, loose roof stones, spikes, fire, water, fireballs and countless other enemies, some intelligent, others with IQs of three below a rocking horse. For protection PP can always retreat into his hard helmet (a big yellow jobbie) when the going gets too tough.

Our hero jumps, crawls and boy can he drill! Press the fire button and the direction you want to dig, keep the button pressed until the block disappears. But be warned! In a short time the blocks reappear and if PP happens to be in the way, it's bye-bye Hammer — he's transformed into a angel and he flits off to the great white drill in the sky.

My only gripe about this game is the lack of visual variations between the stages — a direct result of such a vast amount of screens, I'd have prefer a little more variety than so much of the same.

PP himself's a neat little character, with nicely animated moves and hilarious drill, although where he keeps it is a complete mystery to me (use your imagination, woman — Man Ed)!

There's a great selection of haunting tunes to accompany the various geographical locations, ie Egypt, Rome, etc. It's a monster of a game, and should keep have you drilling into the early hours of the morning!



Claire! 81%

Corky!



● There are quite a few 'Hammer' characters around these days, aren't there readers? There's Sledge 'Trust me I Know What I'm Doing' Hammer and MC 'Flappy Breeks' Hammer. Now the latest addition to the ranks is here, PP Hammer with his pneumatic weapon (madam!). Bearing more than a passing resemblance to *Rick Dangerous*, *PP Hammer And His Pneumatic Weapon* sees our hard-hat-wearing hero enter a huge platform maze. Frustration is the first order of the day, with many naughty words being uttered and joysticks flying across the room. But with a few tranquillisers and a couple of hours practice, control is gained over our drill-wielding hero (cue chorus of 'I Want To Be Your Drill Instructor'). Graphically the game is most triumphant, PP is a cute little fella in his blue strides, red top and bright yellow hard hat. The enemy creatures are a real pain in the bum, especially on later levels when the players attention is focused on navigating the tortuous maze. But fans of *Rick Dangerous*-style games should certainly take a look. **84%**

The guilty parties

- Program: Gunnar Lieder
- Graphics: Kai and Dirk Magerkord
- Music & FX: Dirk Magerford

Bits 'n' Bobs

● There's plenty of handy objects to help old PP on his quest as he explores his way through the copious screens. PP can hold up to five items at a time — shown at the top-left of the screen and activated by pressing keys 1–5.

Magic Potions

● **Red Bottle:** Touching enemies, fire, water or traps will reduce energy — recharged by drinking this potion.
● **Blue Bottle:** Extra jumping power, gain the previously unattainable heights.
● **Yellow Bottle:** Gives invisibility and immunity to all enemies.
● **Brown Bottle:** Ahm not pisht! Bleurrggghhh! (Whoops, only available from off-licences.)
● **Oil Barrel:** This lets PP drill faster.

Collectable Items

● **Keys:** Use keys in the locks of the same colour to open or close trap doors.
● **Hour-glass:** Gives 50 more units of time.

Touch-activated Extras

● **Heart:** Gain an extra life
● **Scrolls:** Clues and tips.
● **Teleport:** Magically transports PP to another location.
● **Blue Crystal:** Gains access to the bonus level.

The object in the Legoland-type bonus stage is to collect as much fruit (points) as possible and get to the heart token before time runs out. It can be done, but it's a bit tricky, especially on later levels.

TEST YOUR STRENGTH!



PRESENTATION Great loading screen, OK multi-load and pass-word system **85%**

GRAPHICS Funny animated hero, good backgrounds, sparse baddies **77%**

SOUND Varied in-game sound, FX nothing to boast about **78%**

HOOKABILITY Addictive, and the password system avoids repetition **79%**

LASTABILITY A big, if not overwhelmingly varied game. Compulsive. **76%**

OVERALL STRIKE! 83%

Potsworth

IAN OSBORNE's a real dog lover, so when Potsworth the TV wonder mutt flew into the ZZAP! office, the Stain couldn't wait to play with his stick...

A doggie's lot is not a happy one. Eating tinned mush that looks like it's already been eaten, playing with crappy squeaky toys that smell like used condoms, and choccie drops that taste like coat buttons — you pretend you like them though, 'cos you're a 'Good Dog'.

Needless to say Potsworth wasn't having any of it. Not content to spend the rest of his life crapping on pavements and barking his head off at three in the morning, he decided to become... a crime-fighter! Hero of the people! Righter of wrongs! Doer of good deeds! Sounds like a good excuse for a computer game, eh?



● Nick is sucked up a pipe in the weird and wonderful Super Zone

Doggy dreamin'

Life in the Dream Zone is not all it should be. When the Grand Dozer wakes it'll be destroyed, and the evil Midnight Prince will do anything in his power to rouse him! The only way to keep him asleep is to find the five Objects of Slumber — sounds like a job for Potsworth & Co.

For those who've never seen the cartoon, each night Potsworth and his daytime chums enter the Dream Zone, where they develop special powers according to their daytime characteristics. All must help Potsworth in his quest to keep Dozer dozing, so to speed things up, they split.

Level One sees Rosie fighting her way through the Cave Zone to free the Stone Giant, frozen in ice along with the exit key. This can only be achieved by reconnecting the five parts of a ghetto blaster and playing it very loudly — well, this is a dream! Most important of all, she must escape with the moon rock, a sleep-inducing stone that will help keep the king akip.

Nick's task is to search the Super Zone for the magic poppy, another sleep-inducer. Then he must use his comic-inspired superpowers to scrap his way to the top of the Suspire State Building, location of the doorway to Nightmare Castle.



● Nick minds the circular saws — or are they flowers?! (Above) Hurrah for Potsworth, the dynamic doggy who's always looking for a nice bone. (Below)



Robbin' candy

Hanna–Barbera's canine creation appears on Level Three, where you must guide Potsworth through the Candy Zone in search of the six cocoa beans and a mug: ingredients for Dozer's favourite bedtime beverage. Beware of giant cakes that sink when you tread on them, and rivers of cream with floating wafers as stepping stones. (Sounds like paradise — Fat Ed.)

Carter, the unstoppable doodle machine, is the Midnight Patrol's resident artist. He must rush through the Rainbow Zone in search of a bucket and six drips from the rainbow taps — when collected, he returns to his easel and paints a sleepy picture.



Phil!

● I've never seen the Potsworth cartoon, but if the game's anything to go by, I'm going to look out for it on the telly. If you're looking for something innovative, *Potsworth* isn't it. What it *is* is one of the best platform games I've played for a very long time. Forget *Mario*, this is much more fun with loads to do apart from the obvious platform jumping. On all levels, there's swtiches to activate (by dropping objects on them) to open doors and activate lifts and conveyor belts, etc. The levels are really well designed: perplexing, but never frustrating. My fave is the Rainbow Zone — very reminiscent of Rainbow Islands! You should get a little bit further every time, and there's continue-plays to avoid boring level repetition. As with *The Jetsons* Hi-Tec have done themselves proud with the colourful cartoon graphics which ooze character. Let's face it, if you miss *Potsworth* you must be barking mad!

89%

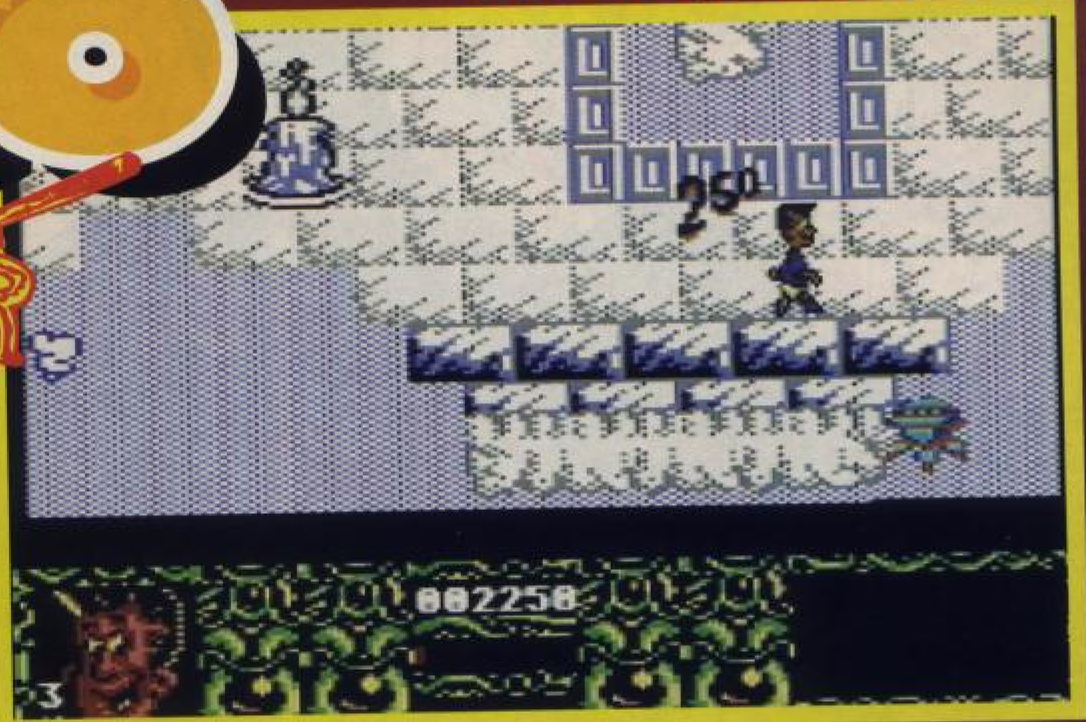
& Co

SIZZLER

● Hi-Tec Premier Range, £6.99 cassette, £6.99 disk



● Don't dodg'em, jump on 'em to clear the energy-draining floor on the final level.



● Maybe, maybe not, I wouldn't tell you anyway even if you was on fire! Hmmm, that bloke looks familiar as he climbs around the Rainbow Zone. Yes, it's Robin Candy! Our Ex-Newsfield resident dosser!

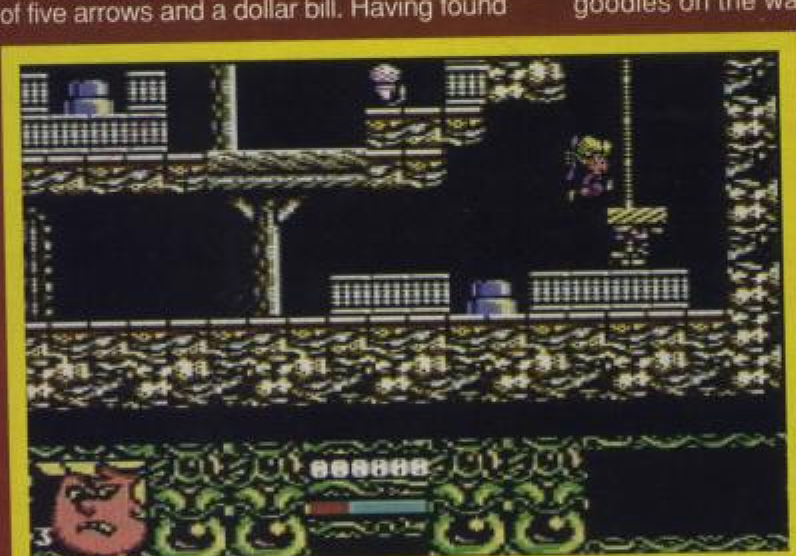
To aid him in this perilous pursuit he uses his paintbox — his pictures come to life, and he can paint ledges to help him get to otherwise impossible places. (If Oli ever learns his secret, I'm quitting — can you imagine sharing a desk with the bloodthirsty buggers he puts on the ZZAP! covers?)

The final level sees Keiko, the skateboard wizard, flying through a fairground in search of five arrows and a dollar bill. Having found them, it's off to help the Indians, who give her a giant teddy for the Grand Dozer. (Aah...)

Leapin' ladders

Gameplay couldn't be simpler. Leap around five levels of platforms-and-ladders action, bopping baddies and grabbing goodies on the way. Each character has their own way of eliminating enemies, eg Rosie stuns them with her colossal cakehole (a bit like Lucy), muscle-man Nick throws objects at them, Potsworth bungs bones, etc.

All can leap on their opponent's heads, *Super Mario* style. Make no mistake, though — simplistic it may be, easy it ain't! The skills curve is very well thought out, each level more challenging than the last, with plenty of variety on offer.



● Rosie gets a lift on Level 1 — activated by dropping something on that blue switch. (Above) Shouting at baddies, stuns them. (Below)



Pots of fun

Graphics are superb, using just enough colour to create atmosphere but without looking like an explosion in a paint factory. Each level has a flavour all of its own, with gloomy caves in Level 1, scrumptiously detailed cakes in the Candy Zone (Phil almost ate the screen), etc.

Thankfully, Hi-Tec have also avoided excessively detailed backdrops, which hurt the eyes and make it impossible to see your sprite.

Control response and sprite masking are top-notch, and the eight-way screen scroll is so silky smooth it could be mistaken for Duncan Goodhew's head. Screw up, and it's your own fault, bud!

Potsworth avoids the trap of regurgitating a collection of badly fused gamestyles, and instead concentrates on squeezing every last ounce of playability from one — pure platform power, done to perfection. Great stuff!



Ian!

90%

TEST YOUR STRENGTH!

ZZAP!'s DING DONG!

PRESENTATION — *Polished production, with real feel for the host machine.* **84%**

GRAPHICS — *Well drawn and animated, with good use of colour.* **89%**

SOUND — *Nice background tune and in-game effects* **87%**

HOOKABILITY — *Grips you right from the start and keeps you there* **92%**

LASTABILITY — *Enough variation on a single theme to keep you playing* **93%**

FREEZING! TINGLING! RINGING! SIZZLING!

OVERALL STRIKE! 90%

The Jetso

● Hi-Tec Premier Ra
£6.99 dis

SIZZLER



● George Jetson goes 'steaming' in through level one, better get the suit dry cleaned while you're here me ol' china!

Are *The Jetsons* the Flintstones of the future, or just a feeble attempt at updating the Swiss Family Robinson? IAN OSBORNE looks well sexy in a leopard-skin leotard (are you sure about this? — Ed) so we blasted him into outer space to find out...

Deep space isn't a very nice place to live. It's colder than ZZAP! Towers on a winter's day, has less atmosphere than Ludlow on a Saturday night, and is almost as boring as our competitors! Nevertheless, it's to outer space we must go to find *The Jetsons*, the first release on Hi-Tec's new mid-priced Premier Range!

George Jetson is not a happy chappie. He did so want to take his family to Las Venus for the weekend, but his cacky boss Mr Spacely won't let him out early to collect his folks! Being a bit of a rebel, he doesn't take this lying down — instead he decides to make a break for it and go anyway!

And how does he do it? Through four levels of nonstop action arcade adventure, with a racing sub-level after each, that's how! (I suppose booking time off in advance wouldn't have made a very good computer game.)

By George

Level 1 sees you as George Jetson desperately trying to escape from his place of work without Mr Spacely finding out (sounds like ZZAP! Towers on a Friday afternoon!). To get out, find and use three different objects, all cunningly hidden behind cubby-holes, and I ain't telling you where they are, either! Ha Ha! While you're at it, collect the cash someone's carelessly left around (with a recession on, too!).

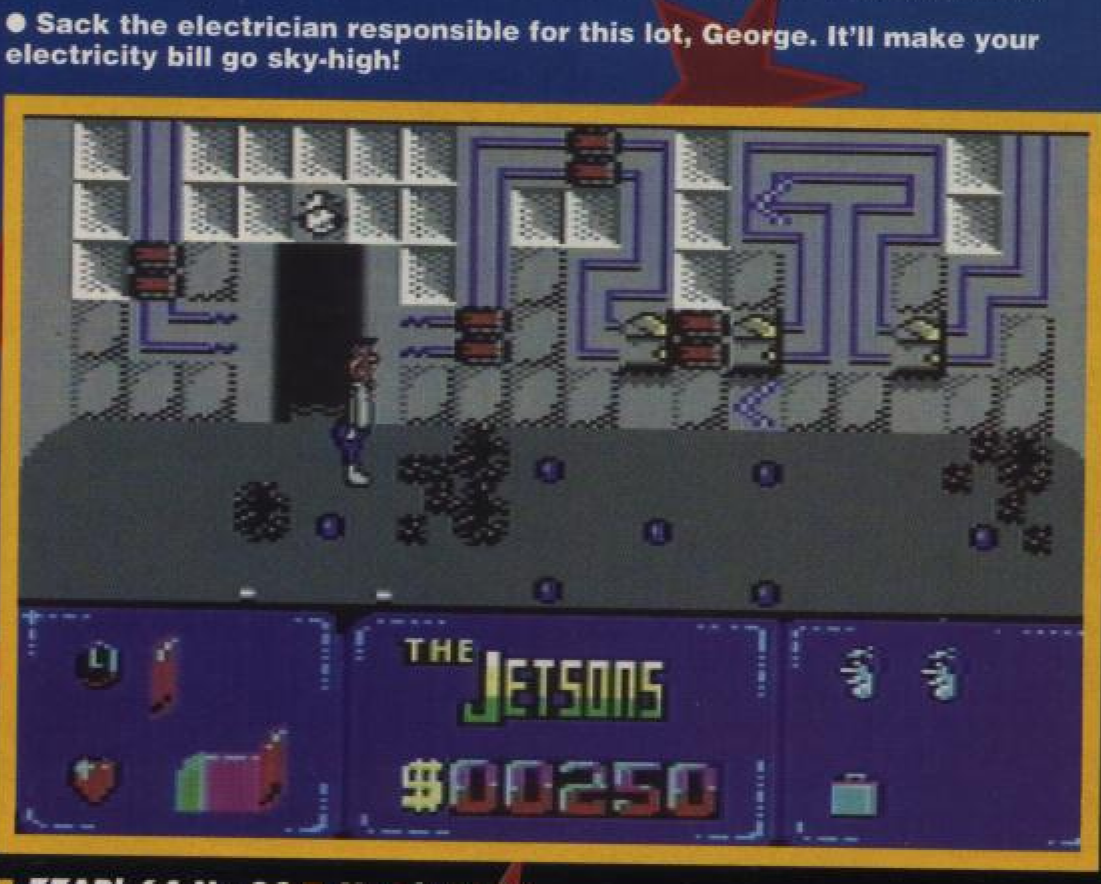
Once you've escaped the clutches of your belligerent boss, fly your jetcar home as fast as possible — but beware of the black holes! If your driving is as bad as Lucy's (even worse than mine — Ed), you'll be stopped by the police (I love it, all those sexy uniforms — Man Ed) — I hope you collected lots of money to pay the fines!!!

Bungling burglars

Alas, Level 2 sees poor old Jane Jetson in a bit of a pickle — while waiting for George, a cat-burglar's broken into their humble abode! Instead of stealing all the valuables and crapping on the carpet like any normal thief, this one's reprogrammed the household objects to attack on sight! Again, three objects are needed before completing the level, then it's pedal-to-the-metal time as you fly to the fun pad to collect Judy Jetson.

Judy, meanwhile, has other things on her mind. Her favourite pop star, Jet Screamer's playing a gig, and as she's a giggly little girlie-type she insists on getting a kiss from him. (Bleugh!) (Sexist pig — Man. Ed.) Collect six hearts to get a kiss off Jet, though why anyone would want to indulge in tonsil tennis with a futuristic

● Sack the electrician responsible for this lot, George. It'll make your electricity bill go sky-high!





Phil!

● I just love cartoons and *The Jetsons* is one of my faves. Is it my imagination or does that grouchy Mr Spacely fire George Jetson in every single episode?! Anyway I totally sympathise with the hapless George, even if I'm not a lazy git like him (who are you kidding? — Man Ed). He, and the rest of the wacky family are faithfully represented by well-animated graphics in this fun conversion. It's good that you get to play each member of the family on the different levels. The 'flying car' sequences add variety and are a welcome respite from the arcade adventuring — time to start drawing those maps, folks! All in all it's a great start to the Premier Range — I can't wait for *Bugs Bunny* and *Daffy Duck*!

89%

nge, £6.99 cassette,
k



Meet The Jetsons

George
He's 35, works in a sprockets factory. A graduate of Universe University, working a three-hour day was a shock to the system after student life.
Jane
33 years old (looks older), Jane enjoys spending the money George earns.
Judy
Irritating 15-year-old teeny-bopper. 'Nuff said!
Elroy
Six-and-a-half years old, Elroy is the inventor of the family. None of his inventions work though.
Astro
Woof! Well he's a dog, what else can you say?
Mr Spacely
George's boss — slackers beware!

Rick Astley is anyone's guess (you're only jealous, just no-one wants to with you — Man Ed).

School's out

Next it's off to school to collect the last member of the Jetson clan, Elroy. He's been kept back after school, 'cos his electronics project's gone wrong. To find the rest of his clan, guide him from the headmaster's study to the school exit — but most of the doors are locked!

The keys are scattered across the school (sack the janitor!), but each key opens only its own lock! Beware of teachers — they're not nice, and send you back to the headmaster's study if they catch you.

With the Jetson clan now complete, the final race section takes them to Las Venus.

Kicking off with three lives, the main problem in Level One is running out of time. Even when you know what you're doing, the time limit's unduly harsh. Thankfully they've included a pause button which is a great boon for mappers!

You can only carry one object, so to complete the level in time you need to know exactly where you're going and why — any delay in getting the right object to the right place is disastrous!



● Sack the maintainance crew while you're at it 'cos that floor's in a right state!



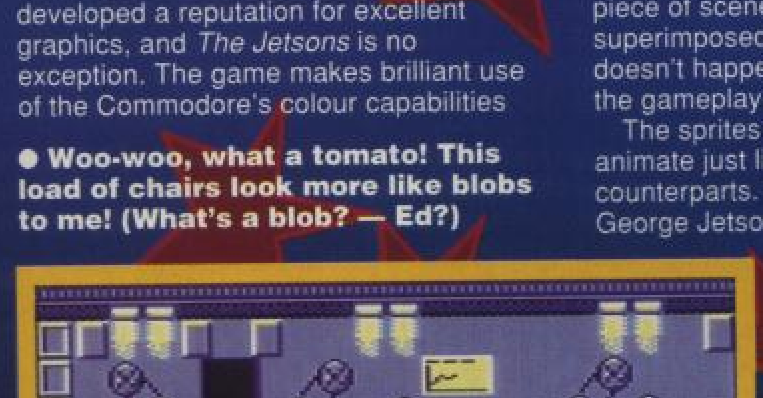
Cartoon characters

Hi-Tec's cartoon licences have developed a reputation for excellent graphics, and *The Jetsons* is no exception. The game makes brilliant use of the Commodore's colour capabilities without ever looking garish.

OK, sometimes you walk *behind* a piece of scenery and have it superimposed over your sprite, but this doesn't happen often and doesn't affect the gameplay.

The sprites are brilliantly drawn, and animate just like their cartoon counterparts. The Officer Dibble-like George Jetson faithfully reproduces his duck-like silly walk, even if he did pinch it off John Cleese.

● Woo-woo, what a tomato! This load of chairs look more like blobs to me! (What's a blob? — Ed?)



Space-age spectacular

Where many Hi-Tec budget cartoonies fell flat on their animated faces was in the gameplay stakes. Happily, *The Jetsons* plays as good as it looks! Releasing the game at mid-price level has allowed the programmers to spend far more time, giving it more depth and playability than a cheapo budget release.

There's no excuse at all for the multiload! You'd expect a game with this much to it to load in several parts, but the Commodore version requires you to reload Level 1 every time you die, even if you didn't complete it! To make matters worse, it's a tediously long load!

Moaning aside, *The Jetsons* is a fantasmicly wondumtious game that just oozes character and playability. Once used to the layout, it's incredibly addictive — you just *have* to have one more go to see if you can get that little bit further. A harsh time limit and awkward multiload can't stop it from being a Sizzler.



91%

TEST YOUR STRENGTH!

ZZAP'S DING DONG!

PRESENTATION
Let down by an idiotic mulitload system. **79%**

GRAPHICS
Hilarious cartoon animation and colourful backdrops. **90%**

SOUND
Good background tune and fair in-game effects. **80%**

HOOKABILITY
Great once you've mapped the initial area. **88%**

LASTABILITY
You can't put it down. A damned good game. **94%**

FREEZING! TINGLING! RINGING! SIZZLING!

OVERALL STRIKE! 90%

Tai Chi Tortoise

• Zeppelin Games, £3.99 cassette

Forget the turtles — the new martial arts master for the Nineties is *Tai Chi Tortoise*! Well who needs ninjas anyway (especially when they talk like a bad surfing movie and make crap films). IAN OSBORNE crawls into a shell and whups a hare's arse...

Tai Chi's an unusual choice of martial art for a computer game. Being a 'soft', internal style, the emphasis is on defence and meditation rather than kicking and punching seven shades of poo out of everyone you meet.

Don't trust the inlay when it says it originates in Japan either — it's Chinese! (Get your act together, Zeppelin!) Old Shell-back's task is to track down the evil Vincent Ratatoui, who's stolen the world's cheese supply. And guess where he's hiding — THE SEWERS!!!

Gameplay's a standard a platform-and-ladders arcade adventure, where you use the right object in the right place to advance. The problems aren't particularly interesting, though, and some aren't even logical — for example, to open the sewer entrance you must give the scroll to the monk, who casts an opening spell. Obvious really, isn't it? (Probably — Man Ed.)

This tortoise isn't slow, he has to come out of his shell to beat the evil Vincent Ratatoui.

Acid baths

The baddies who try to deplete your energy bar are equally uninspiring. They've no minds of their own, just wandering back and forth endlessly. Although this is supposed to be a martial arts game, *Tai Chi Tortoise* lacks the offensive moves of his amphibian lookalikes, so you can't fight back — it seems to me the only reason they used a Tai Chi theme at all is because it rhymed!

The only way to get past baddies is to time your jumps so you avoid bumping into them, making the game appear very dated. Other hazards include acid baths, spikes, crumbling floors (© *Manic Miner* 1983), steam, etc. etc.

Obviously, Zeppelin have seen how well the Dizzy games are doing, and decided to grab themselves a piece of the action. Alas, it just didn't work — *Tai Chi* himself hasn't the same cutesy appeal as his ovoid competitor, and the game as a whole lacks addictiveness and character.

Map attack

On the plus side, the graphics are good, though there's a little clash. If you're mad keen on platform-based arcade adventures you might get some mileage out of it, especially if you're into drawing maps and the like. I can't say it appealed to me, though (what does? — Ed). There's just too much arcade and not enough adventure, and neither element is really up to scratch. Fans of the genre might like it, just don't expect anything too spectacular.



Ian! 69%



Corky!

• Oh dear, I'm sad to say that *Tai Chi Tortoise* is only average, even as a budget release. Tai Chi is a defensive martial art, so why the hell didn't the programmer give the tortoise Karate or Judo skills, and thus the ability to kick the crap out of attackers. All the character does when set upon is stand there and take it, and there I was yelling, 'Hit the barst, go on kick 'im'. But no, the bleedin' tortoise was like a statue — rotten killjoy I say.

To be fair though, the graphics aren't too bad — at least the tortoise is recognisable (it reminded me of that old cartoon character Touché Turtle). Lord only knows what some of the attacking creatures are though, most defy description and some look very rude indeed. Don't get me wrong, the game isn't a complete and utter waste of space, I just prefer something with a bit more blood and guts in it (loadsa tomato ketchup ahoy). *Tai Chi Tortoise* is an average collect-'em-up that won't appeal to the bloodthirsty gits among you.

56%





TEST YOUR STRENGTH!

PRESENTATION — Fair to middling with interesting loading screen — **70%**

GRAPHICS — Some nice touches, but a little sprite clash — **75%**

SOUND — Good background tune, but too few spot FX — **79%**

HOOKABILITY — Will appeal to arcade adventure addicts — **69%**

LASTABILITY — Samey hazards and — **59%**

FREEZING! TINGLING! RINGING! SIZZLING!

OVERALL STRIKE! 63%

International Ninja Rabbits

• Micro Value, £3.99



He may have floppy ears but this Ninja bunny's got a mean kick — and a rabbit punch too!

Rabbits are generally cute little wiggly-nosed and fluffy-tailed critters, who chomp loadsa lettuce leaves and reproduce at an alarming rate. But following the trend of mutated tortoises, cats and turtles, there's a new breed of rabbit. So with a copy of the Hong Kong Book Of Kung-Fu in hand, MARK 'USAGI YOJIMBO' CASWELL joins in the fun...

Having destroyed the nasty chemical plant in *Ninja Rabbits* (50%, Issue 75) our bobtailed hero took a well-deserved holiday in Bognor Regis (exciting stuff!).

But he soon got bored (as you do), and upon returning to civilisation found other nasty chemical plants were farting out toxic gases, turning normally peaceful creatures and humans into raving loonies (working in the ZZAP! office has a similar polka-dot banana... sorry, effect).

It's up to Bugs to travel the world and beat seven shades of currants out of the antisocial basket cases (hold on, this is the plot to the first game).



Aw, furry animals, aren't they cute and cuddly? Nah! These lot like to kick the crap out of each other!

Rabbit punches

This offering's split into several independently loaded blocks, with our lad up to his neck in trouble. As he strolls from left to right across the screen, lop ears is attacked by a motley bunch of villains. But luckily your character is a graduate of the school of life, with a degree in getting the crap kicked out of him.

For years he's studied the ancient martial art of 'No Can Do' (alongside Hong Kong Phooey), so he performs stacks of eye-watering moves, including high kicks, standing kicks, punches and whacking people with a huge plank of wood (he should have been a Morris Dancer).

But beware, 'cos the attackers plant a smacker on your character in return. Each hit takes a chunk out of the old energy meter (unsurprisingly shaped like a carrot).

Sentient attackers aren't all he has to worry about. What look like black snooker balls swoop from the skies, mini dragons (oh Clifford) swoop out of the blue and snowballs whack big ears in the kisser without warning.

The vertically moving objects have to be sidestepped (our ninja pal taught John Travolta all the dance steps he knows). But duck the ones that fly across the screen (cue chorus of the old 'duck... where?' joke).

Kick or punch mystery crates to reveal the goodies contained within. Some of the contents are helpful (energy, bonus points etc), but others are downright nasty (lost energy, lost lives, loss of interest etc).

Crap kicking

International Ninja Rabbits is a slight improvement on the original game, but Micro Value could at least have changed the plot. They claim this is a sequel to *Ninja Rabbits*, it's more of a continuation

The gameplay and sprites have been improved — the rabbit and attacking sprites look more like live animals now, instead of extras from 'The Woodentops'.

The backgrounds are bright and colourful, but are at times a bit OTT The game's best played wearing a pair of shades, otherwise a migraine could well be the end result. Overall, *International Ninja Rabbits* is just worthy of consideration.



Corky! 76%



Claire!

• I'm not usually inspired by martial arts beat-'em-up games, but the title of this one caught my eye. What will they think of next? Kung-fu kangaroos? Sadly the title was the only thing that did interest me, and dire gameplay and infuriatingly unresponsive controls ensure that this game gets a resounding raspberry from yours truely. The sprites themselves are a good size and are well-detailed, but it's a shame that their movements are so jerky and limited. The loading screen is very good but unfortunately this being the most enjoyable thing about the game as a whole, it's not destined for my classic collection. **57%**

Test Your Strength!

ZZAP!'s Ding Dong!

PRESENTATION
One player, neat title screen, multiload isn't too annoying. **76%**

GRAPHICS
Bright and colourful sprites, a bit too bright at times. **75%**

SOUND
Atmospheric title tune, but bog-standard in-game FX.

HOOKABILITY
Easy to get into, the attackers aren't too violent. **73%**

LASTABILITY
You won't be 'at it' for too long. Anyone for Irish **62%**

SIZZLING! RINGING! TINGLING! FREEZING!

OVERALL STRIKE! 67%

Big Nose's American adventure

● Code Masters, £3.99 cassette

Not many people I know have travelled through a time tunnel (whilst in a legal state of mind at least). The prehistoric hero of this latest Code Masters offering has though, but what does he think of this modern world? MARK CASWELL's a nosey bast so we sent him to investigate...



I've had it up to here (gestures about head height), with wisecracks about Barry Manilow's hooter whenever *Big Nose's American Adventure* is mentioned.

So I'll just go on about Lucy's nose until she throws something at me, which should be in approximately… hmm, five seconds. Ducking swiftly I must add that the game isn't anything to do with big conks (or big conkers (madam)), but deals with the very puzzling phenomena known as time tunnels (as featured in the crusty old '60s TV series of the same name).

Time tunnels are strange things, as Bill and Ted have found out (they ended up with 525-year-old wives and the Grim Reaper as a friend). But in this game it's Big Nose the caveman who goes for a wander through the misty tracts of time (not with the Twilight Zone music playing in the background I hope).

He's whisked from his prehistoric home and plonked in modern-day America. The problem is that Big Conk's furry animal pals have also been transported, and now some stupid plank of a dog warden has locked 'em up in cages.

So it's up to Big Hooter to grab an armful of rocks (dropping the rocket launcher, AK47 and 9mm Uzi he'd bought earlier) and stick 'em down the front of his skimpy leopard-skin boxer shorts (to impress the girlies).

Manhattan transfer

Level One takes our prehistoric pal to downtown Manhattan, here he leaps Tarzan-like around the numerous platforms (incidentally the reason why Tarzan yells as he swings through the trees is that he carries rocks in his underpants). Although none of the denizens are pleased to see a reject from the Flintstones cartoon, so they're out for his blood.

Don't just stand there, grab a handful of rocks and lob 'em at attackers. These include huge balls of fire, thugs, policemen and for some reason, builders.

As Concorde-features gets hit, his energy level plummets. But fear not gentle reader, because hamburgers and buckets of water top up flagging spirits. But beware of the mugs of beer, 'cos supping one of these makes our lad as nissed as a pewt (and the controls are reversed for a short time).

● What a hoot! Big Nose picks a route past the baddies. But make sure he doesn't blow it!



Ian!



● I really enjoyed *Big Nose*. Although the gameplay is nothing new (platforms and ladders, collecting things, and shooting baddies), and it's frustratingly tricky at first, when you start playing you just can't stop — 'just one more go, I must get that little bit further'. As the playing area is wonderfully involved, mappers will love it. On the minus side, the main sprite isn't very well animated, and if you're calling a game *Big Nose* you should at least give it a bit of a hooter. A better title for this game would be 'Need A Nose Job' — even Dizzy has a bigger conk than this! Moaning aside, this is one cool game. Excellent execution makes it a real winner, and well worth four quid. **82%**

Leotard laughs

Big Nose's ultimate aim's to collect the cage keys to free his pals. Reckon you can help him in his task? Grab a leopard-skin leotard and join in the fun (but don't try the rocks down yer 'Y' fronts thing, it's very painful). (Oh Corky, *no-one* wears Y-fronts anymore — Man. Ed.) (She should know! — Ed.)

Great mystery of the world No 100034: Why's the character in this game called Big Nose when his hooter is barely visible?

Well, you can blame ex-CRASH Ed Dick Eddy for that, but despite this small inconsistency the game's very good. The graphics are certainly colourful, though the sprites are on the splodgy side.

Big Nose himself is a birrova lad with his leopard-skin outfit and plentiful supply of rocks. Some of the platforms need pixel-perfect timing to clear, so this game should appeal to platform fans more than general game-players. But at a measly £3.99 it's worthy of purchase.



Corky! 84%

TEST YOUR STRENGTH!

PRESENTATION *Two-player option and a really spiffy title page* **81%**

GRAPHICS *Colourful sprites, but where does the hero keep his rocks?* **83%**

SOUND *Rockin' title tune and bonking sound FX* **80%**

HOOKABILITY *Despite tricky platform jumping, the game's instantly playable* **85%**

LASTABILITY *You'll be banging* **87%**

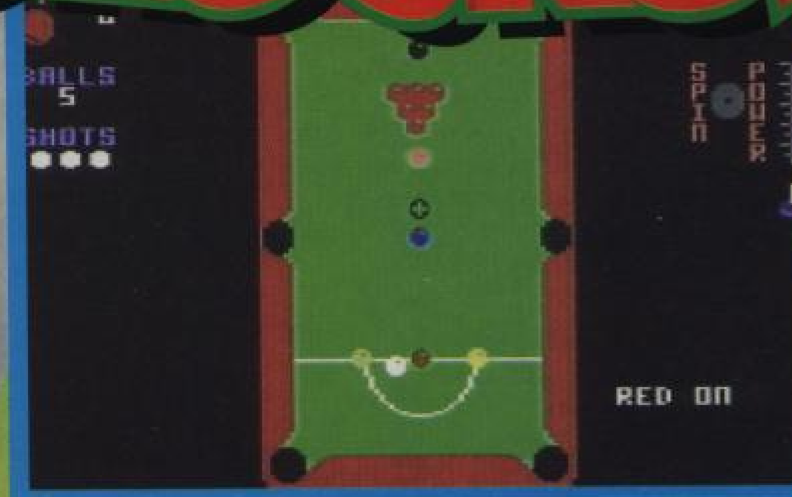
OVERALL STRIKE! 83%

• Zeppelin, £3.99 cassette

Championship 3D Snooker



• Oh whata terrible shot from Alex. He's left Jimmy with a choice of reds into the corner pocket.



• It's your big break, but there's no sign of Jim Davidson, that cheeky chappie with the crap jokes.

Snooker...it's a load of balls, isn't it? It must rate as the second most boring TV sport ever (after golf — hour after hour of televised sky), and whichever channel you try, it's always flippin' there! Fortunately, computer snooker sims are nowhere near as yawny. Cue IAN OSBORNE...

You shoot using an overhead view, which reverts to a 3-D perspective when played. The ball aim's cursor-controlled, and power's increased according to how long you hold the fire button — note the power bar in the corner of the screen. After flipping to 3-D, put spin on the ball using the joystick, press the fire button and awaaaaaay!

If playing by yourself (shut up Lucy — I said BY yourself!), you get five balls to play with (I said SHUT UP), each of which is three shots. Fail to pot or commit a foul and you lose a shot.

Alternatively, select tournament play where up to eight players play a league or knockout game (no, not a cue straight over the bonce, silly). A save game option's available, as are slow-motion and full-speed action replays.

Championship 3D Snooker is a damned good game. The controls are brilliantly set out, with a joystick option that's as easy as falling over when drunk (which Lucy tells me is very easy). The options menu's clear and concise, and the one-player game system's excellent — a real improvement on earlier games where you just potted away until the table's cleared.

Kissing colours

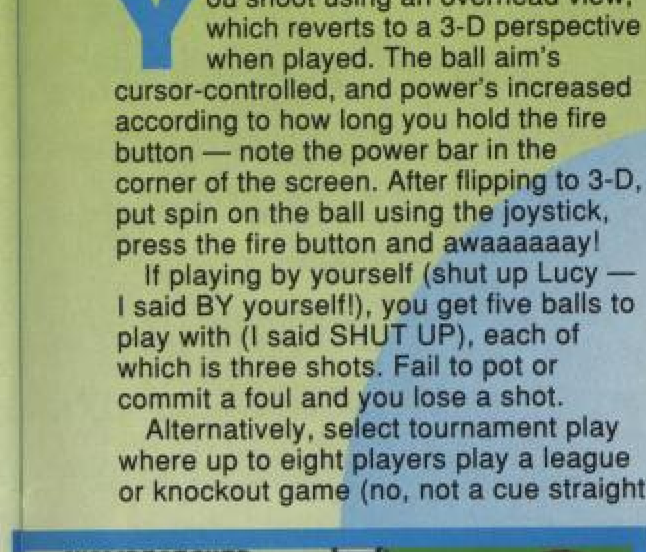
The graphics are brill — their strength lying more in what was left out than put in. On the negative side, the pink ball's a shade too dark, making it difficult to distinguish from the reds (for those of you watching in black and white the pink ball is behind the blue — Man Ed) and all the balls are a little ovoid in appearance. Still, they move about the table realistically, so who cares?

A couple of niggles (oh quelle surprise — Man. Ed). While the 3-D perspective makes great viewing the game would benefit from an option to turn it off, giving the player the choice of views to watch, and when the shot is played the game runs a mite slowly.

Nevertheless, these are minor gripes, and certainly don't prevent *3D Snooker* from being one of the best snooker sims ever on the C64.



Ian! 85%





Phil!

• Snooker might not be the world's most exciting spectator sport — it's a brilliant cure for insomnia. But that doesn't mean it's not great fun to play. It's a much more tactical, sophisticated game than pool with more safety shots and snookers (of course!) played. It's not all pot, pot, pot (not when I'm playing anyway!) and neither is this excellent conversion. Remember *American 3D Pool* (also from Zeppelin)? Well *3D Snooker* uses a similar 2-D aiming system and 3-D view of the shot — it works really well. And the presentation's just as good with a full tournament, knockout and league, plus great action replays and three camera angles. It certainly beats watching snooker on the telly — the only thing missing is the coughing audience!

88%

The guilty parties

- **Program, Graphics & FX: Stephen Walters**
- **Music: Sonic Graffiti**

TEST YOUR STRENGTH!

DING DONG! ZZAP! FREEZING! TINGLING! RINGING! SIZZLING!

PRESENTATION *Good array of options and shot action replays* **80%**

GRAPHICS *Not bad, but balls a little ovoid (that's egg-shaped)* **75%**

SOUND *Doesn't really need that much — no coughing!* **60%**

HOOKABILITY *Fans of snooker sims will love it and so will you all!* **90%**

LASTABILITY *You'll be banging your balls all night in your pockets!* **91%**

OVERALL STRIKE! 87%

Fun School 4 (5-7s & 7-11s)

● Europress Software, £12.99 cassette, £16.99 disk



● Guess the right answer and you too could go home with a brand new camel! Er, not really, it's just 7-11 Fun School 4.

'When will IAN OSBORNE ever learn to write?' asked Lucy, correcting his umpteenth 'spelin' mistaik'. Only one thing for it — send him back to school (I still reckon a frontal lobotomy would be better — Man Ed)! ...

FUN school, eh? You gotta be joking! All those sports lessons freezing your bits off on the playing fields at sub-zero temperatures, butch games mistresses and inedible din-dins. Fortunately, things are changing — those awfully nice Europress bods (creep — Man Ed) have released two educational software packages, for five-to-sevens and seven-to-elevens respectively.

5-7s

The infants package kicks off with a word game, where you help Freddie the Frog sort a pile of library books into alphabetical order. When completed, Freddie bounces a few balls around (ouch! — Ed) (basketballs you twit — Man Ed) with you selecting the next number in a given sequence.

If you're right he scores, if not he misses. After all that hard work Freddie feels a little peckish, so it's off to the shops to buy some food. Make sure you use the right coins, though (otherwise it's decapitation time)!

On arriving home, Freddie finds some of the logs in his log cabin have vanished (oh horrors!). Help replace them by doing a series of sums, then answer some 'opposite' questions to get the crocodile out of the pond (avoiding references to wide-mouthed frogs). Finally, plod away on the keyboard in a simple typing exercise.

The first thing you notice about *Fun School, 5–7s* is the amazing graphics — they're really superb! With plenty of colour and hilarious animation, it's a real treat to the eyes.

Personally I'd say some of the exercises are a bit steep, for example number sequences will mean little to the average five-year-old, who is still learning to count through association (but there again, Stain's intelligence never progressed much after the age of three — Man Ed). Still, the overall standard is high, and most kids of this age should find something they like here.



● What a load of baskets this 5-7 lot are! Not really! (Creep, creep, lick, lick Mr. EuroPress lovely people!)



7-11s

The seven-to-elevens package starts with a history lesson, in which you must help Spy (the new character) break into a pyramid by identifying the dates of important historical events.

On earlier levels only the correct century is required, demands becoming more specific as you advance. It's very interesting, but it's a general knowledge rather than a historical exercise.

In *Spy Travels* you guide our budding 007 around the world as directed, to continents, countries, or cities depending on skill level. Then since the silly sausage has managed to lose all his clothes (careless chap) it's onto a maths teaser, in which you must get his kegs back by answering questions on currency exchange rates. This game is genuinely challenging and great fun.

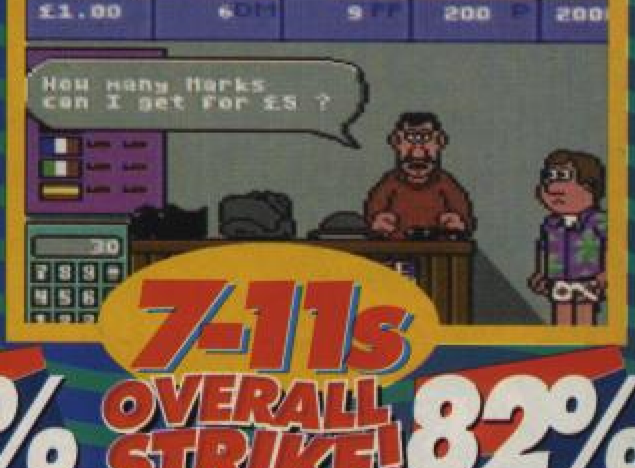
The *Spy Quiz* is fun too, but lacks variety — too many questions repeat too often. *Proportions* does a great job of illustrating mathematical concepts (oh talk sense man — Man. Ed), while in *Timetable* you learn to read a digital-display clock at the airport.

Being designed for older children, *Fun School, 7–11s* has less emphasis on graphics and animation, though the standard's still high. Perhaps a stronger storyline wouldn't have gone amiss, but this is a minor niggle — it's still a great package.

Fun School just oozes variety and class, even if one or two of its elements are imperfectly executed. The graphics range from very good to outstanding, and should certainly give the younger gamesters an incentive to progress, and both instruction manuals are excellent.

If you talked your parents into buying you a Commodore for Christmas by convincing them it's educational, then you'll probably be getting *Fun School* for your birthday — you won't be disappointed either.





5-7s OVERALL STRIKE! 79%

7-11s OVERALL STRIKE! 82%

Titanic Blinky

● Zeppelin, £3.99 cassette

Most people claim to see a ghost at least once in their lives. And this could be the time for ZZAP! readers 'coz ol' sheet-head is back. MARK CASWELL goes spooking!

Arthur J Hackensack is a nasty man, a very nasty man, a very, very nasty man, a very… (yes we get the idea Corky — Ed). He is a power-mad billionaire whose major aim in life is world domination (hmm… not a bad ambition — Man Ed). To this end he has kidnapped prominent scientist Professor Frobisher Goonhilly, and is even now forcing him to build a negative psyche machine.

Transformational trouble!

Using the strange matter-warping properties of the machine Hackensack turns the Isle Of Wight into a huge custard slice (yum-yum, I'm starving). City after city is being transformed into weird and amusing shapes, New York is now a large bath sponge, the Eiffel Tower is a toast rack and the ravens at the Tower of London are rather startled ostriches. All to demonstrate Hackensack's evil intent (what's he doing in a tent?).

● That fat white thing on those boxes isn't Phil after eating a tub of lard but our Blinky!



Heave ho and up she rises

The conventional forces are helpless, and this is where Blinky comes in. As an agent of SPECTRE (Society for the Prevention of Ectoplasmic Crime Telekinetic misuse and Reality Endangerment), Blinky has a suitcase full of disguises and an ectoplasmic gun. As well as defacing national monuments Hackensack has also found the final resting place of the SS Titanic. He has lifted it from the bottom of the sea, and is even now using it as his HQ.

On Level One Blinky has to leap from platform to platform and collect musical notes. But there are a variety of creatures ready to send our phantasmagorical pal back to Hades (well, they can't kill a ghost). As Blinky moves around the deck of the ship he comes across snail-shell-shaped (try saying that three times quickly) items.

Aquatic antics ahoy

Shoot them to reveal either musical notes or bombs (Sod's Law says there are more bombs than notes — bleedin' typical). Once all the notes have been collected it's up to the funnel to play a little tune on the whistle. This gives Blinky access to the bridge, and some scuba gear (Jacques Cousteau eat yer heart out). Can our spooky pal stop Hackensack before he takes over the world? Chuck a blanket over your head and find out.

Just before I left CRASH I reviewed the Speccy version of *Titanic Blinky*, and I'm pleased to say that I enjoyed the Commie game just as much. I'm not usually a great one for platform games, actually I swear loudly and throw the joystick across the room within ten minutes. But after several hours of playing this game I'm still hooked.

There are puzzles, but luckily they're simple enough to solve without resorting to physical violence. Ghosts are generally thought to be horrid creatures that scare the poo out of us mortals. But Blinky is such a cute little chap with his bright red boots and cheery smile, who could be afraid of him? Overall *Titanic Blinky* is a steal at four quid, go out and buy it this instant.



Corky! 88%



Ian!

● What a corker! Blinky himself could be better drawn, but the rest of the game just oozes charm and playability. How they made a machine-gun-wielding ghost into a cutesy character I'll never know, but they've done it, and done it well!

Titanic Blinky has something for everyone. The baddie blasting will appeal to shoot-'em-up fans, the platform elements should keep the run-and-jump freaks well amused, and mappers will have a field day! Tight execution, strong gameplay and pots of character lift *Titanic Blinky* out of the ordinary, and make it one of the best games yet on the Zeppelin label. Here's to the next Blinky game! **86%**



TEST YOUR STRENGTH!

PRESENTATION *Amusing presentation screen, and no multiload.* **85%**

GRAPHICS *Blinky and the meanies are well drawn and animated.* **87%**

SOUND *Decent title tune and aymospheric in-game FX.* **80%**

HOOKABILITY *The moment ol' sheet-bonce appears you're hooked.* **86%**

LASTABILITY *This a midnight candle burner and no mistake.* **85%**

OVERALL STRIKE! 87%

ZZAP'S DING DONG! SIZZLING! RINGING! TINGLING! FREEZING!

Coming Soon!

GET YOUR CRYSTAL BALLS OUT!

I like coffee, I like tea, I like to drink ten pints of G&T! Bleeuuuurgghh! Okey dokey, feathered ferret fans, bet ya can't wait to get yer mitts on the next zippy ZZAP!. Dare I say it, it's even more fantabuloso than this ish. Just look at what goodies we've got in store for you!...

A MIND-BOGGLING MYSTERY FREE WOTSIT-DOOBRIE-THINGIE ON THE COVER!!!

★ It's amazing, it's yellow, it's multipurpose — play with it, put it together, pull it apart, use it, balance it! It's free and it's stuck on the ***ZZAP!*** cover! Bet you can't guess what it is!? No it's not a banana!

PLUS MAGIC MEGATAPE 27 WITH...

URIDIUM

● Yes, another Sizzling shoot-'em-up from the legendary Andy Braybrook. Control your Manta class fighter flying over fifteen huge metallic dreadnoughts. It's brill!

YABBA DABBA DOO!



● It's the Flintstones! The wacky stone-age cartoon family are coming to your 64 on monolithic **Megatape 27.** You play Fred before he's married, wooing the delectable Wilma by building a house out of rock!

PLUS AT LEAST ONE BRILL PLAYABLE DEMO!

IN YOUR SHOWERY APRIL ISSUE...

GETTING ADVENTUROUS

● Whoops! We didn't have room for this one this month but fear not, you can read Boris Myashirov's interview with leading adventure writer Walter Pooley next month, along with reviews of his latest games.

IS IT REAL OR IS IT A GAME?

● ZZAP! investigates the latest Virtual Reality development: a fully interactive D&D-style game with four players experiencing a fantasy world so real, it's scary!

MR JONES, CHAMPION FIBBER

● Everything you never wanted to know about Lebanese duck-billed platypuses, parping in confined spaces and Martian matchbox collecting. The vegetables are invading!, the veggies are coming! They're huge with big sharp teeth!... arrrghhhh!, you smug scientists wouldn't listen to me would you?, HELP!... I promise never to eat another parsnip!...NOOOOOO!...

ZZAP! 64

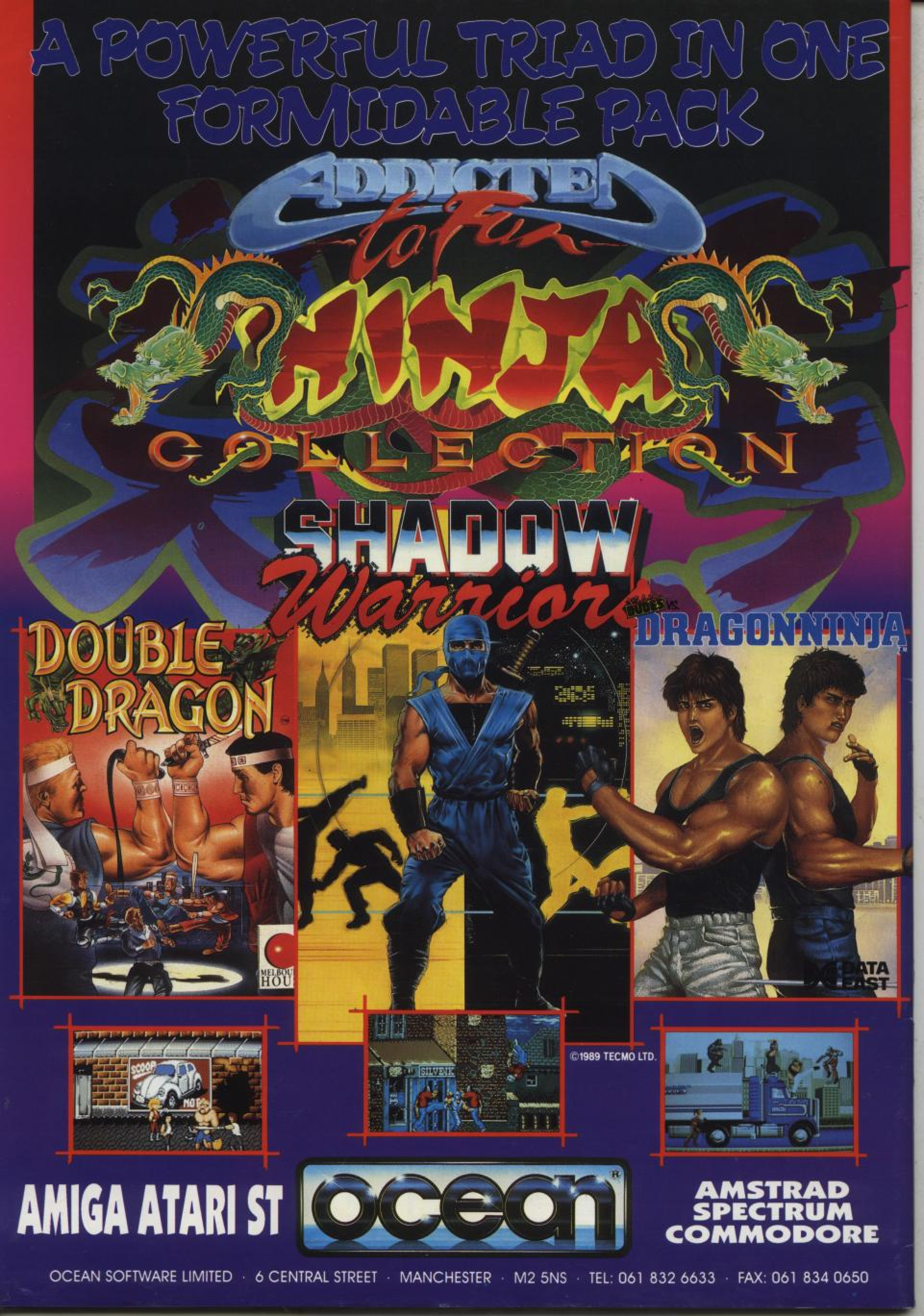
● Dear Newsagent, I would be emotionally, intellectually, yes, even spiritually indebted to your good self if you could find in your heart to reserve me my very own monthly copy of that ever-wonderful, living, growing games-playing bible ZZAP! 64, starting with the April issue, on sale 26 March.

MY NAME..

MY ADDRESS..

....

MY HAT SIZE..



A POWERFUL TRIAD IN ONE FORMIDABLE PACK
ADDICTED to Fun
NINJA COLLECTION
SHADOW Warriors
DRAGONNINJA
DOUBLE DRAGON
MELBOURNE HOUSE
DATA EAST
©1989 TECMO LTD.
AMIGA ATARI ST
ocean
AMSTRAD SPECTRUM COMMODORE
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650